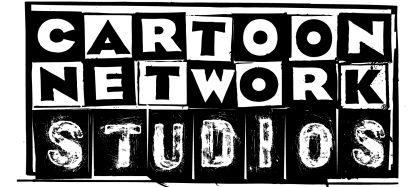




“Slow Love” 1002-032 Network Pitch



Date 04/08/10

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 04/08/10
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time with Finn & Jake Create
Pendleton Ward

Creative Director
Pat McHale

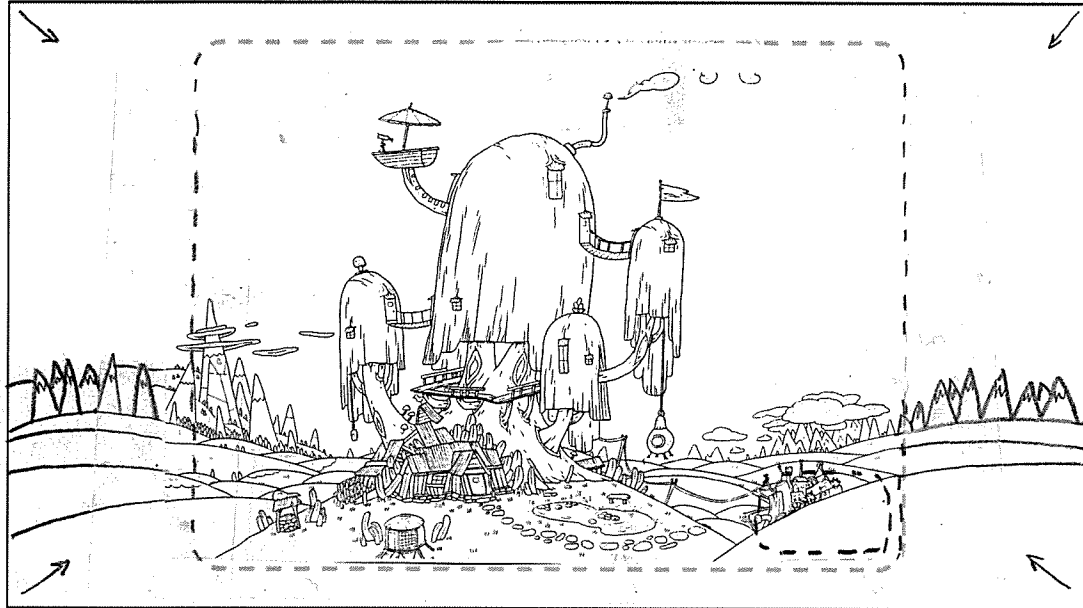
Storyboard by
Cole Sanchez and Benton Connor

ADVENTURE TIME

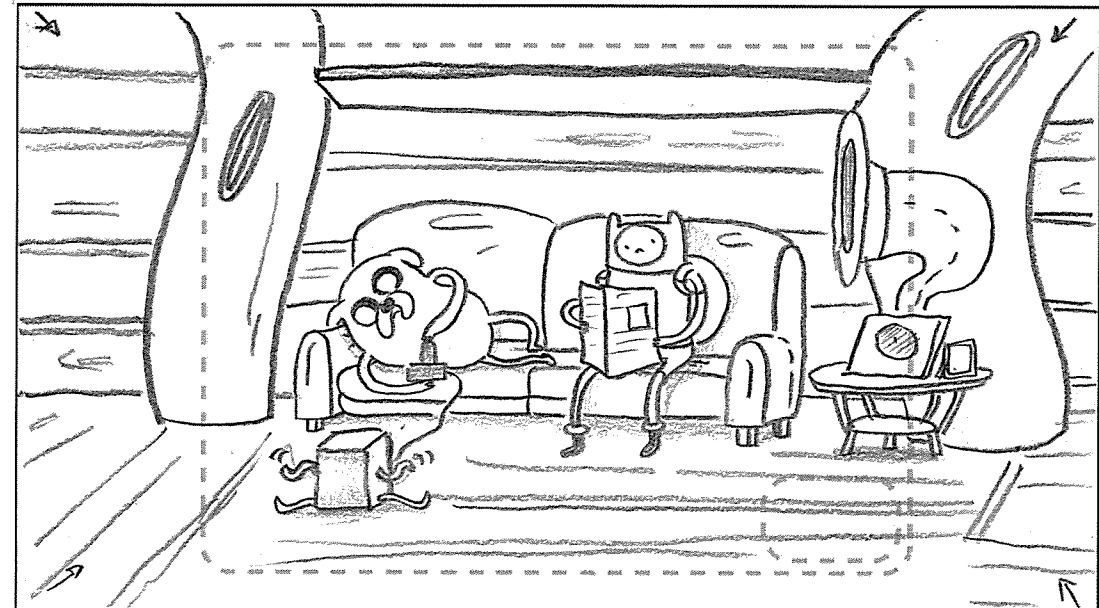


Page 1

Sc. 1 Pnl. A Bg. day night



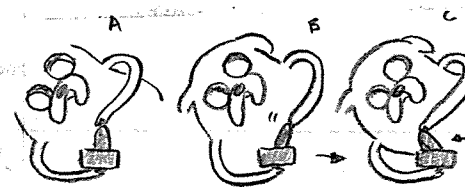
Sc. 2 Pnl. A Bg. day night



Dialog: (DISTANT VIDEO GAME SOUNDS)

(loud video game music.)

Action: (SLOW PUSH-IN) (+- DISS)



BEEMO JAKE IS
WIGGLES PLAYING A
ARMS VIDEO GAME.

Timing: FINN READS
NEWS PAPER.

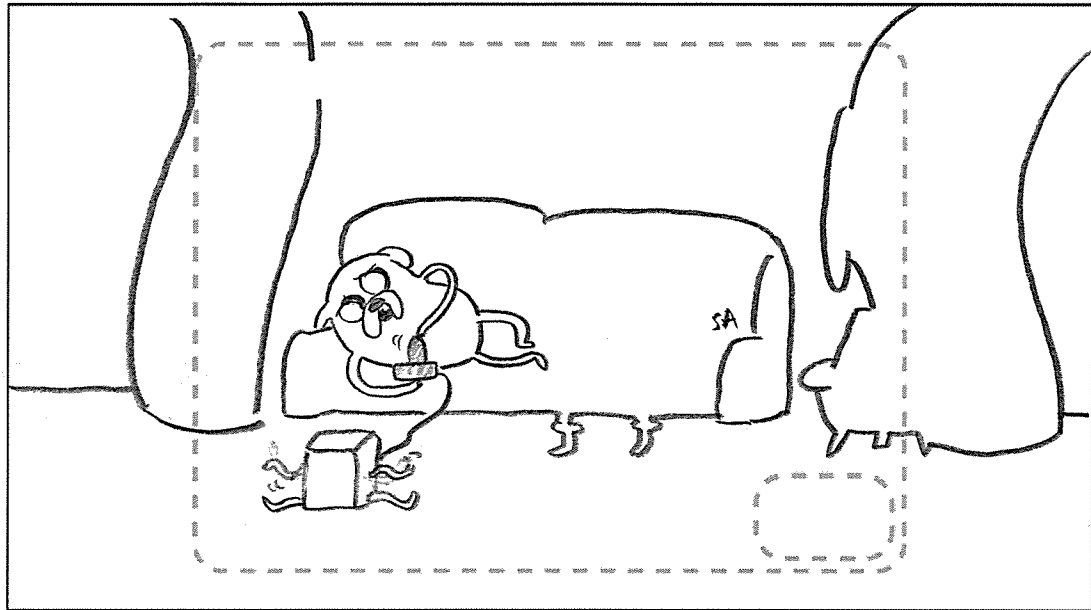
EPISODE # 100232

Production :

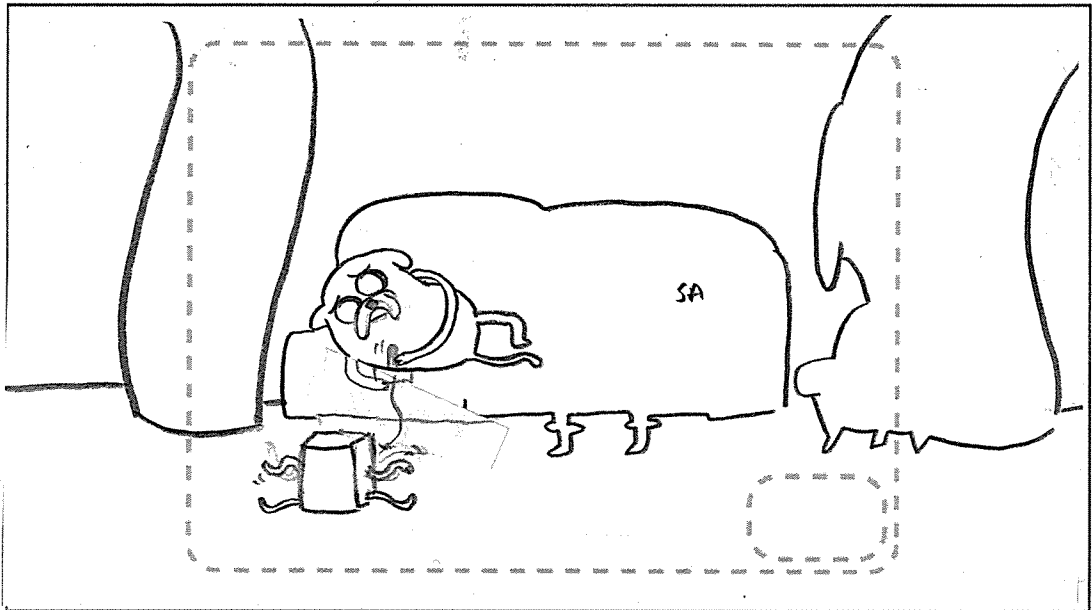
ADVENTURE TIME



Sc. 2 Pnl. B Bg. day night



Sc. 2 Pnl. C Bg. day night



Dialog:

J: BEEEMO TURN THE GAME
MUSIC DOWN.

Action:

Timing:

(beat)

100292

EPISODE #

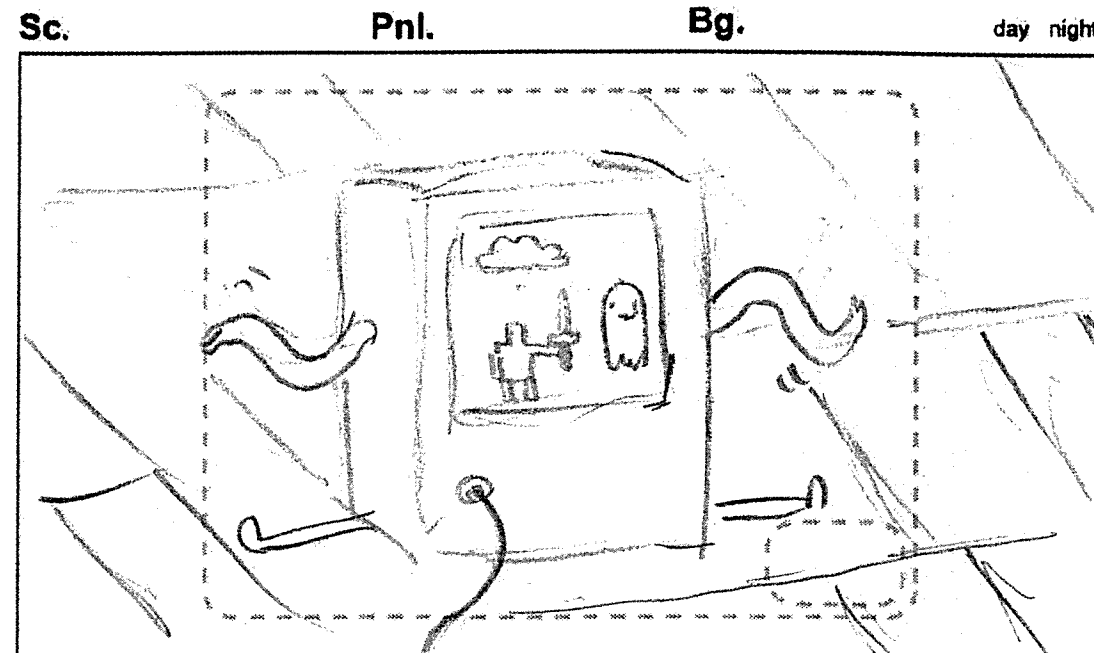
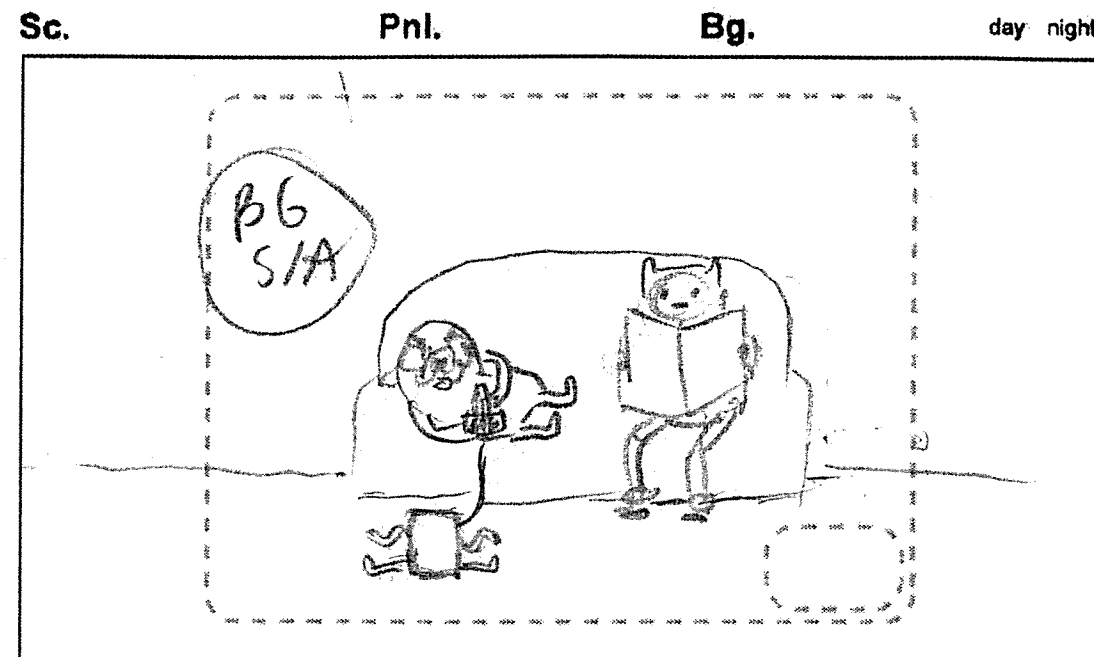
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 2A



Dialog:

(J!) Beemo turn it down!

Action:

Timing:

EPISODE # 100232

Production :

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the entity, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

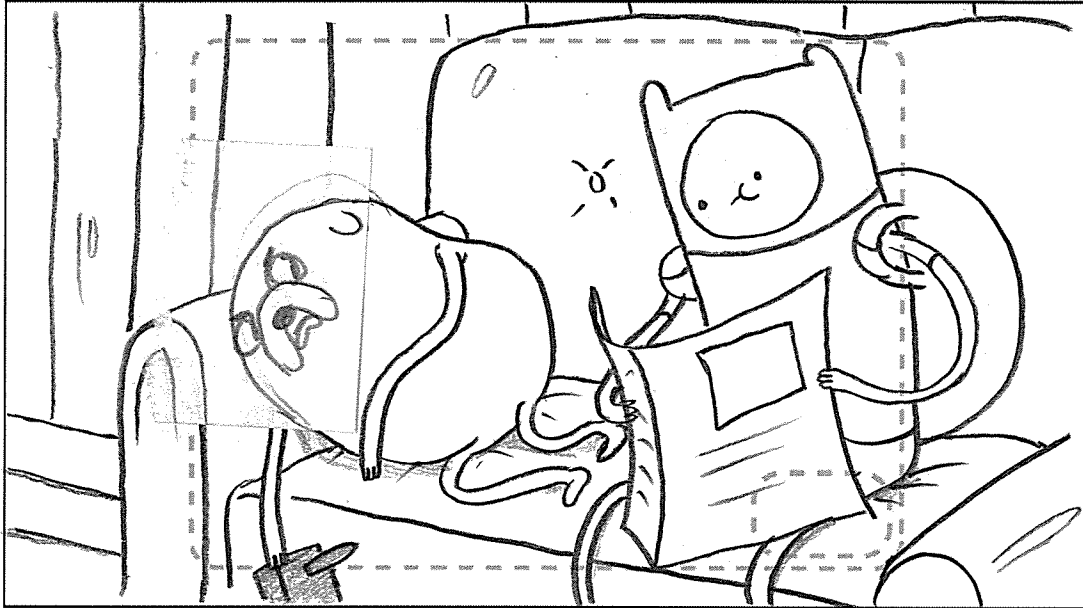
Dialog:	(music increase)
Action:	
Timing:	

ADVENTURE TIME

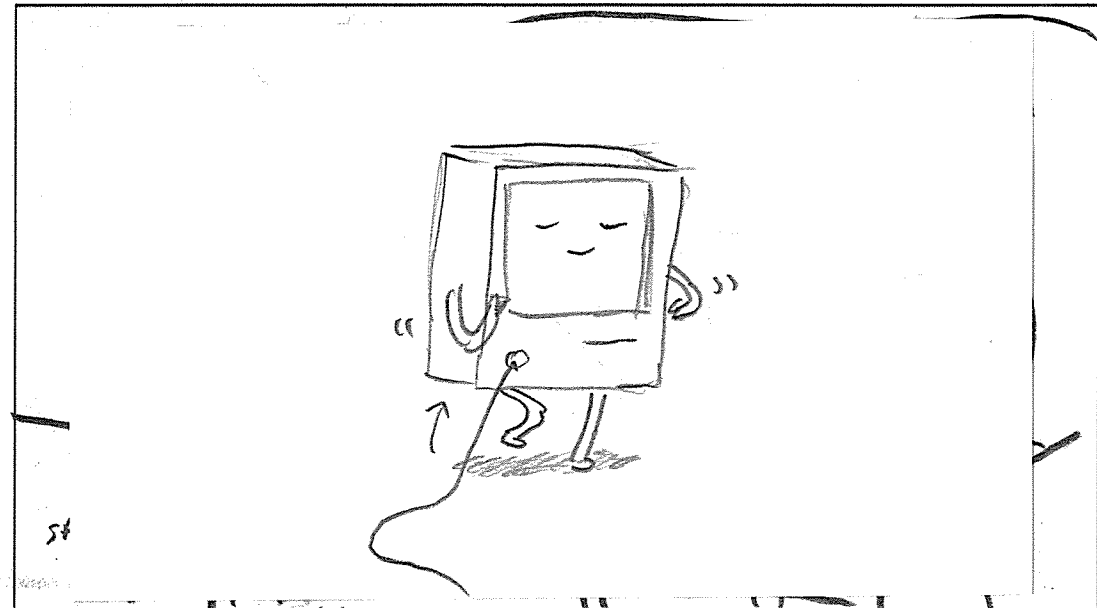


Page 3

Sc. 3 Pnl. A Bg. day night



Sc. 3 Pnl. B Bg. day night



Dialog:

J - (SIGH) COME ON BEE MO,
YOU'RE MESSIN UP
MY GAME.

Action:

Timing:

(loud music)

(Beemo dances.)



EPISODE #

100232

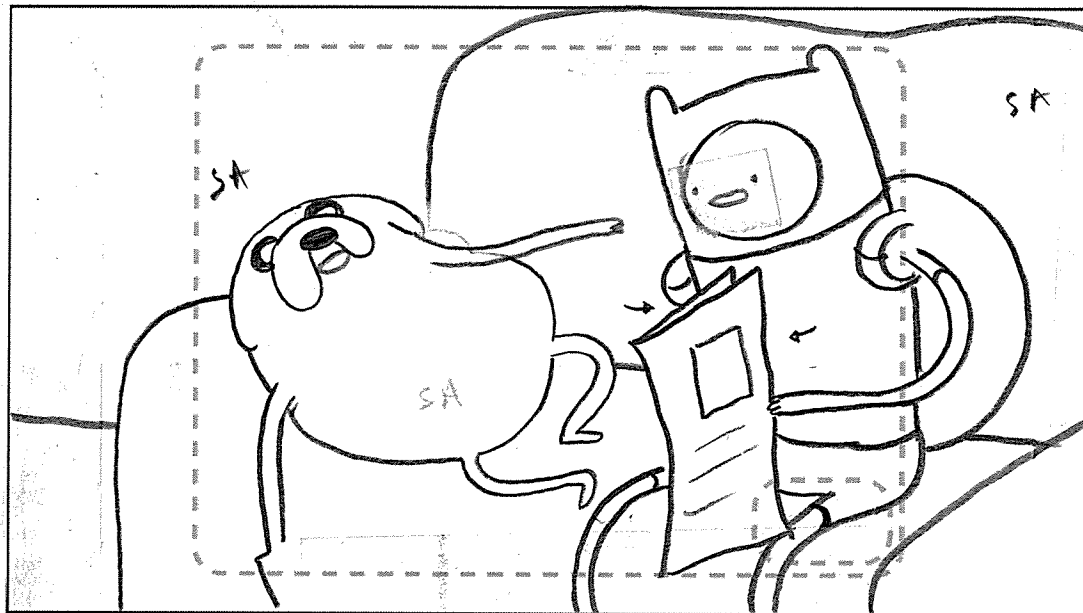
Production :

ADVENTURE TIME

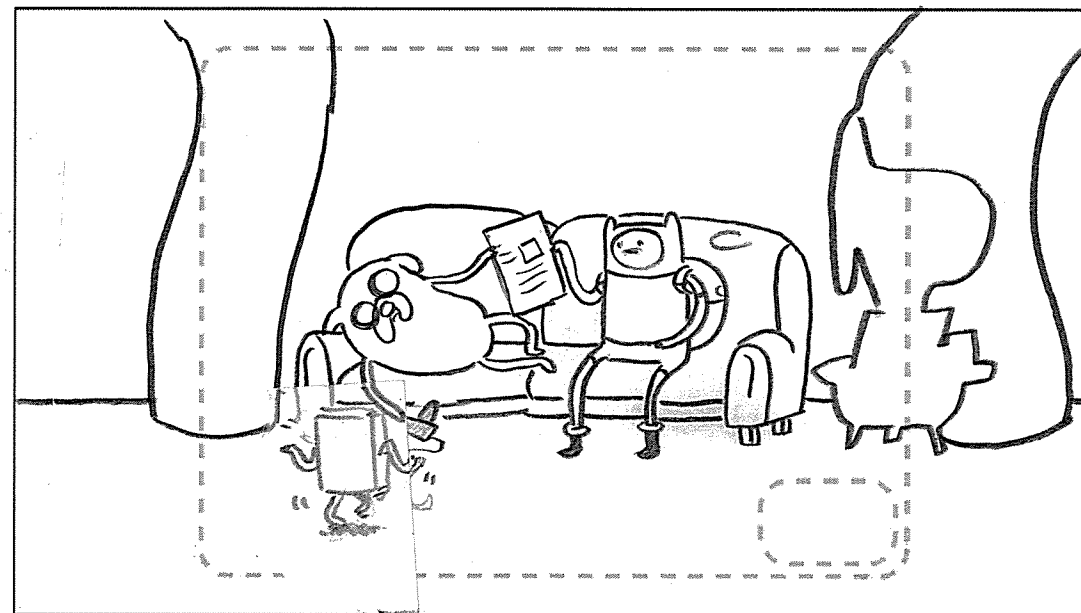


Page 4

Sc. 3 Pnl. C Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:

J: HEY DUDE, CAN I BORROW THAT PAPER?

F: MMM HMM.

Action:

(FINN FOLDS PAPER)

FINN HANDS JAKE THE PAPER.

Timing:

EPISODE # 100232

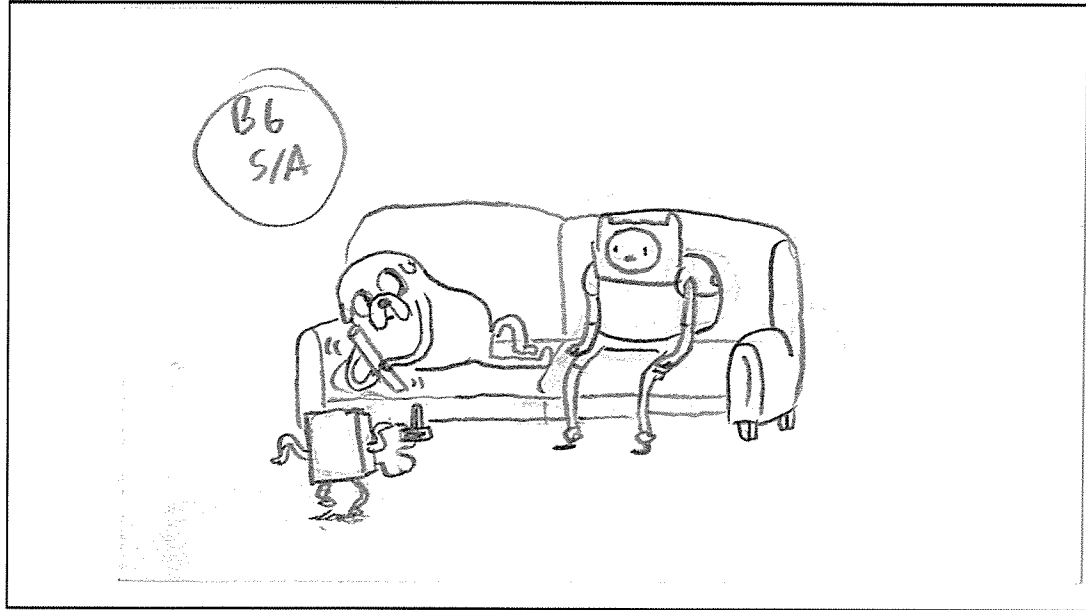
Production :

ADVENTURE TIME

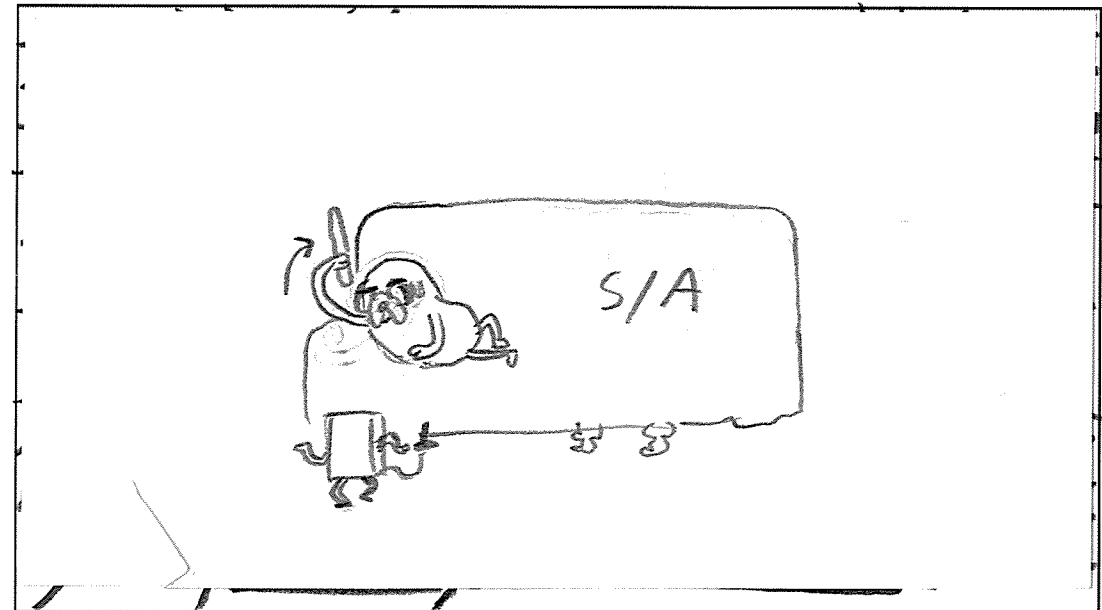


Page 5

Sc. 4 Pnl. B Bg. day night



Sc. 5 Pnl. A Bg. day night



Dialog:

J- (WHISTLES)

Action:

Timing:

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 5 Pnl. B Bg. day night

Sc. 5 Pnl. C Bg. day night

Dialog:

J: BAD COMPUTER!
NO!!

Action:

(Jake hits Beemo w/ paper.)

Timing:

100232
EPISODE #

Production :

ADVENTURE TIME



Sc. 5 Pnl. D Bg. day night

Sc. 6 Pnl. A Bg. day night

Dialog:
Action:
Timing:

J: NO!!

EPISODE # 100232

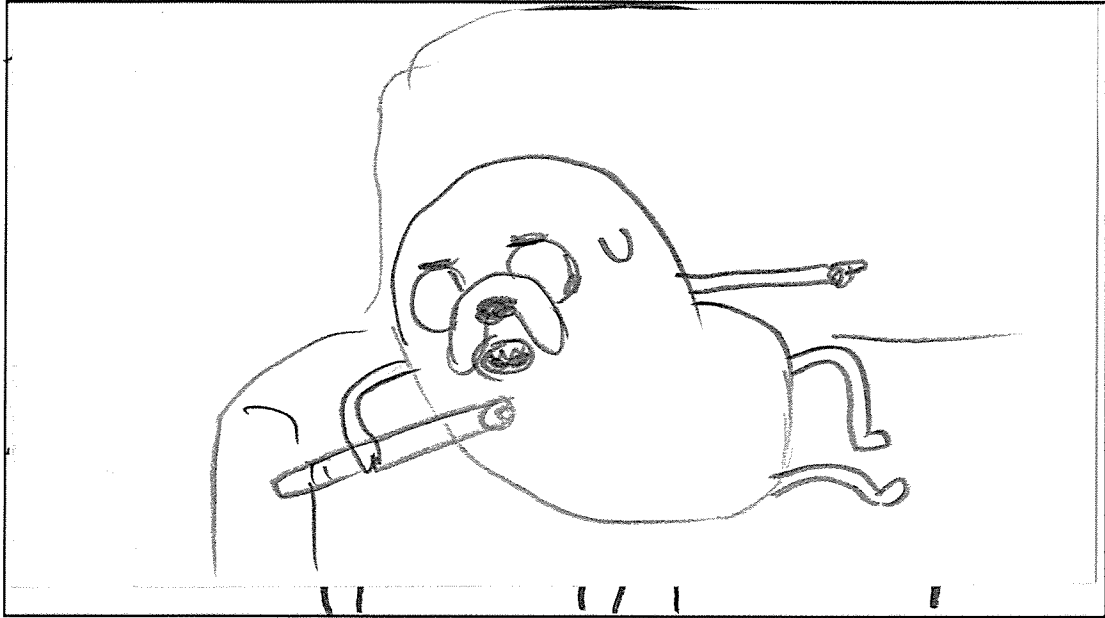
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

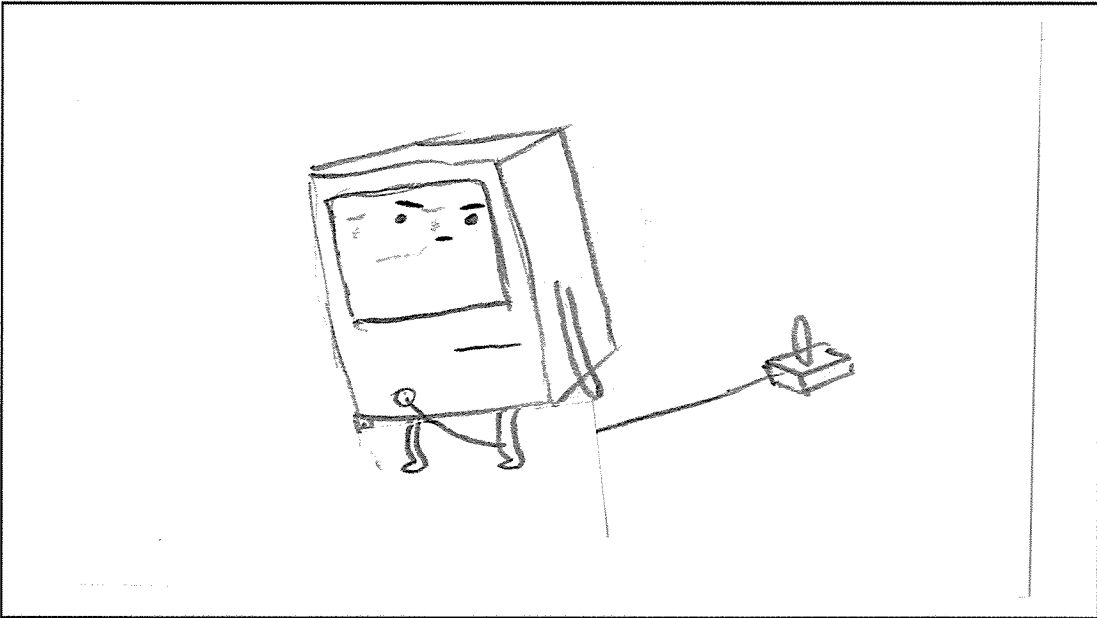
ADVENTURE TIME



Sc. 6 Pnl. B Bg. day night



Sc. 6 Pnl. C Bg. day night



Dialog:

NOW GO SIT IN YOUR CORNER,
and think about your life.

Action:

Timing:

EPISODE # 100232

Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 4 Pnl. B Bg. day night

Sc. 5 Pnl. A Bg. day night

Dialog:

Action:

Timing:

(WHISTLING)

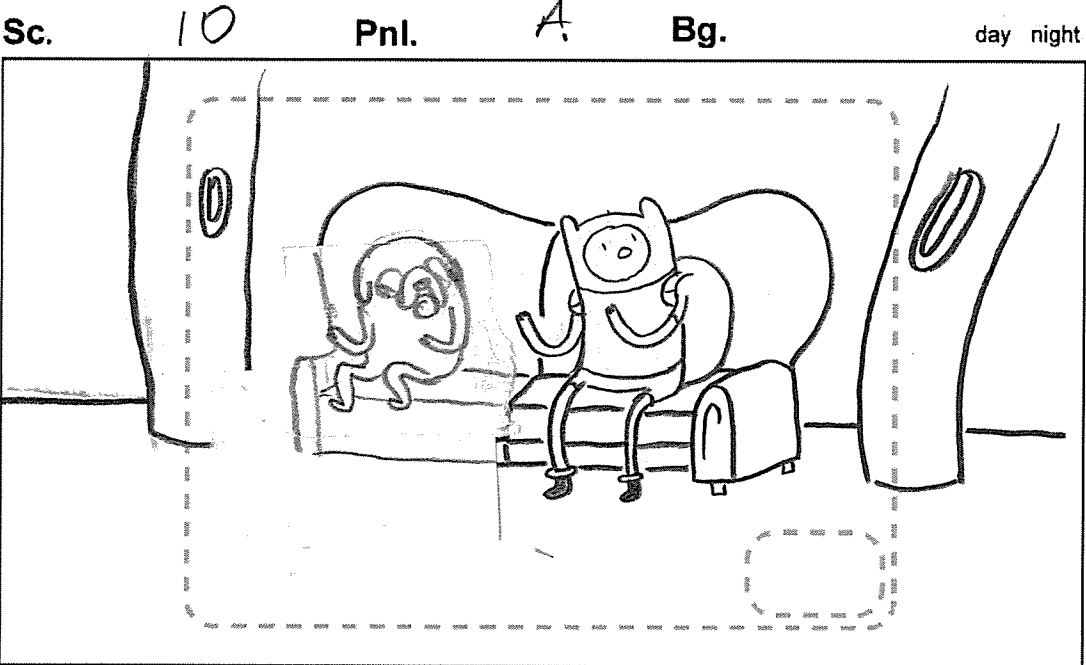
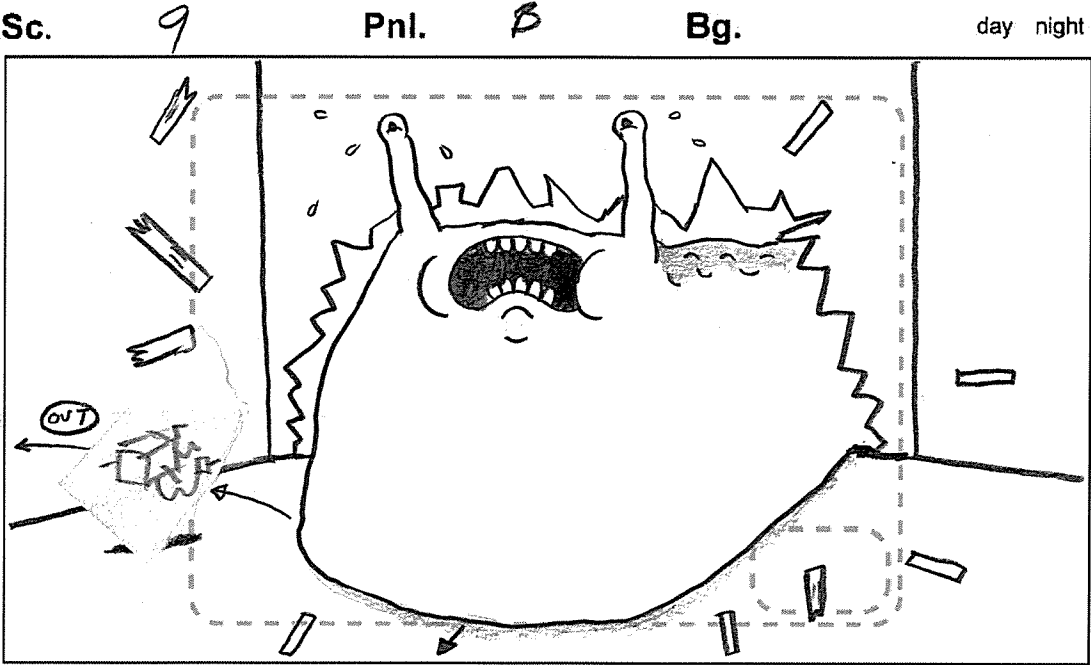
BEEMO WALKS TO CORNER OF ROOM,
DRAGGING CONTROLLER.

100232

EPISODE #

Production :

ADVENTURE TIME



Dialog:

BOOSH! J- AH!
SFX-(WOOD SMASH)
(GLASS BREAK)

Action:

A GIANT SNAIL BUSTS IN
THROUGH THE WALL, JAKE
IS THROWN OUT OF SHOT.

Timing:

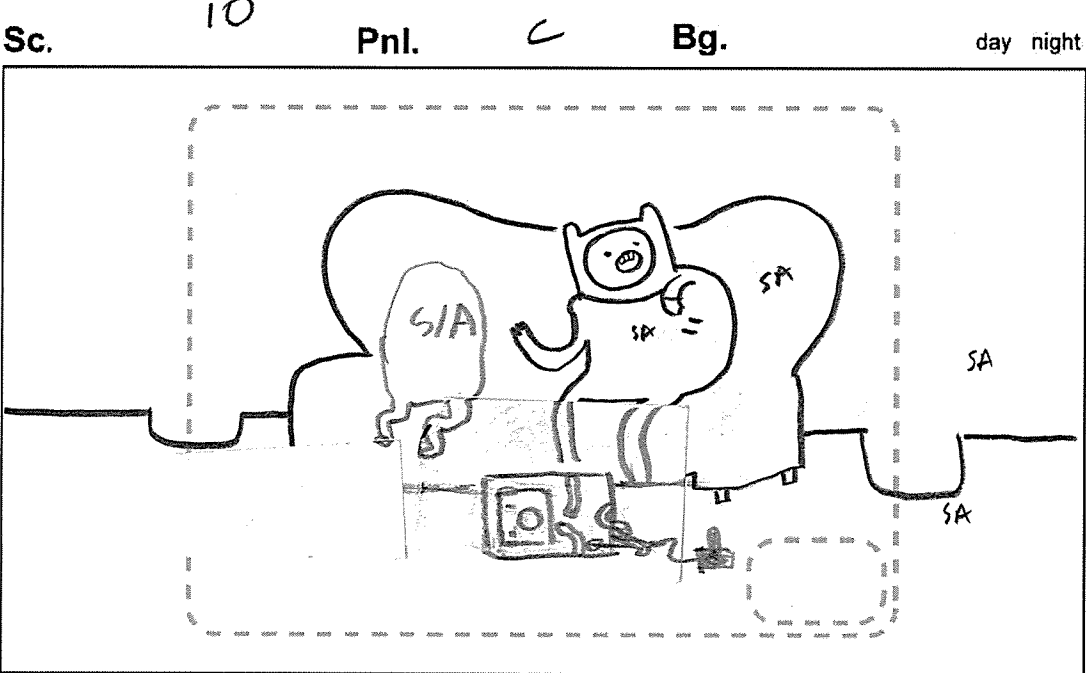
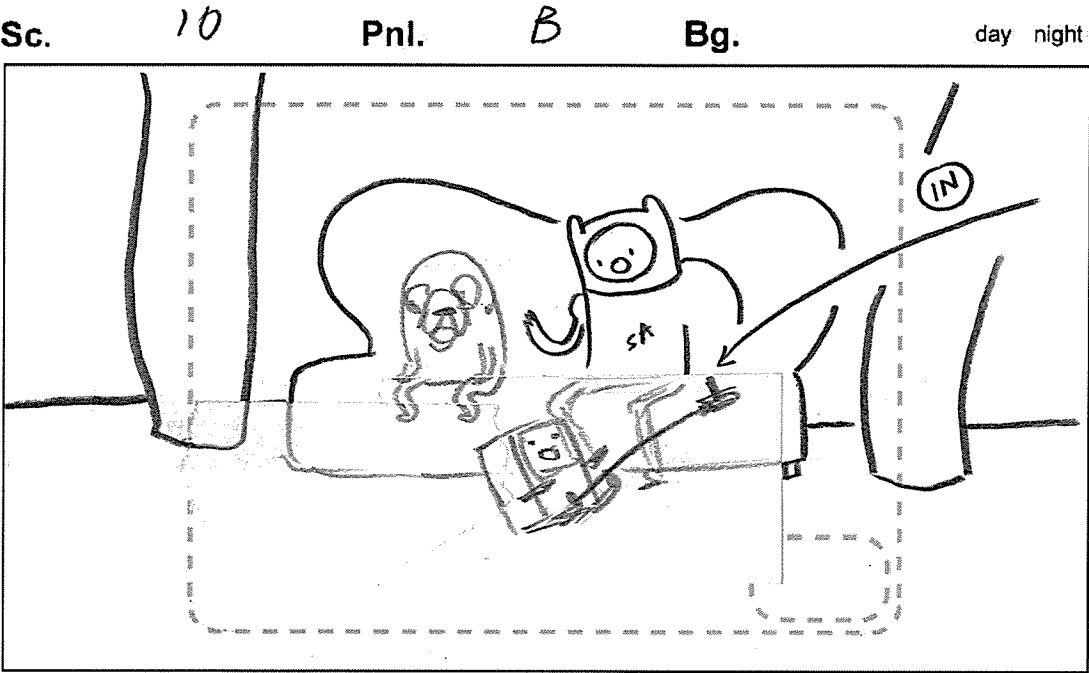
100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	
Action:	BEEMO FLIES INTO SHOT, LANDS ON HEAD.
Timing:	JAKE TURNS AROUND FAST

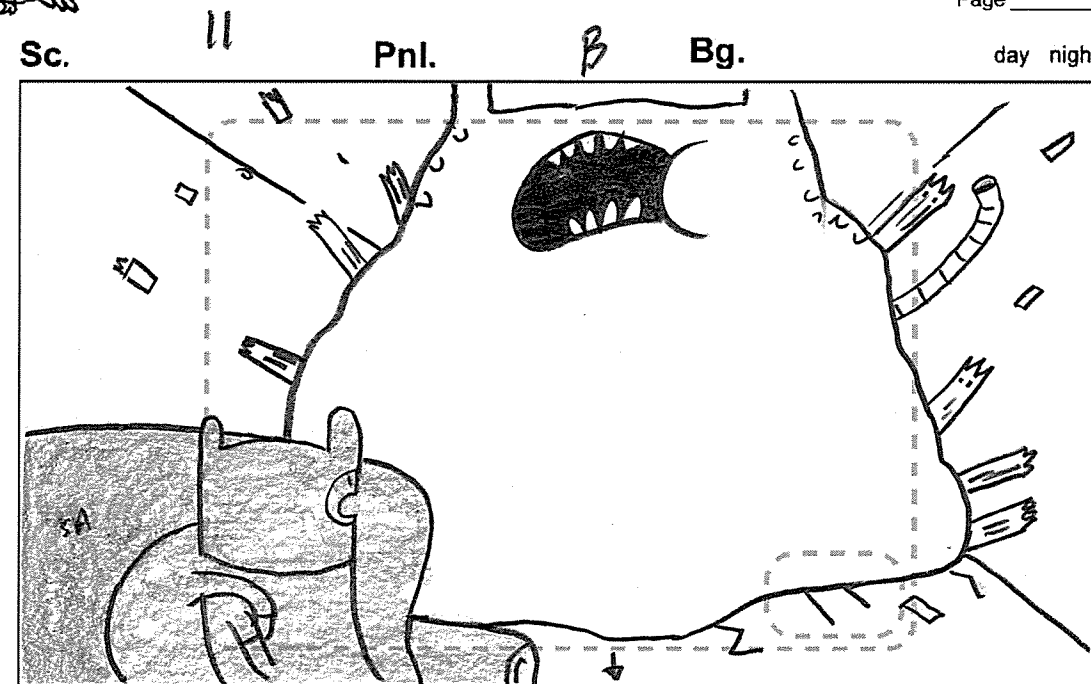
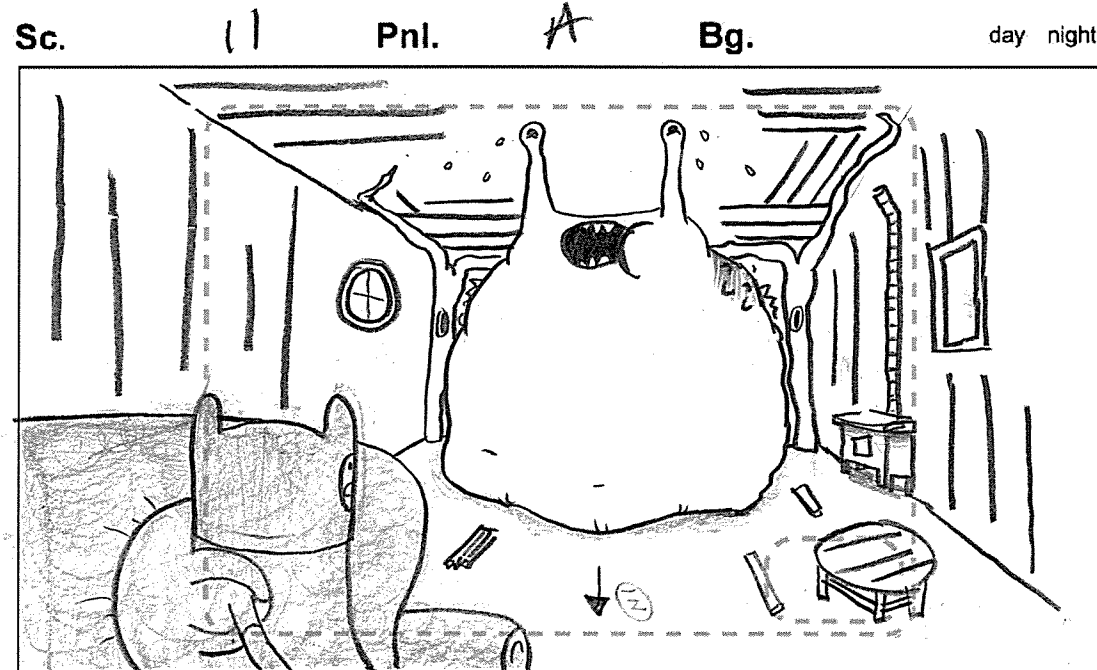
EPISODE # 100232

Production :

ADVENTURE TIME



Page 14



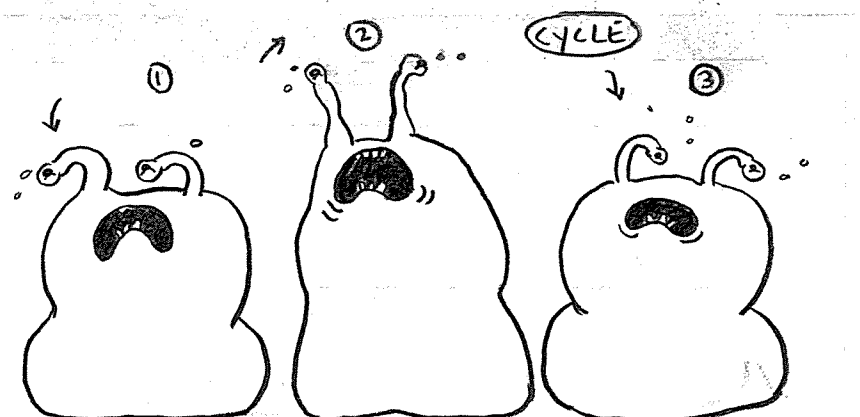
Dialog:

SNAIL - (SOBBING)

Action:

SNAIL IS WRITHING IN
DESTROYING HOUSE.

Timing:



SFX: (WOOD
SMASH,
GLASS
BREAKS)

SNORLOCK
MOVES
TOWARD
FINN +
JAKE

*CAM
SHAKE
*HE SURGES
FORWARD

EPISODE #
100232

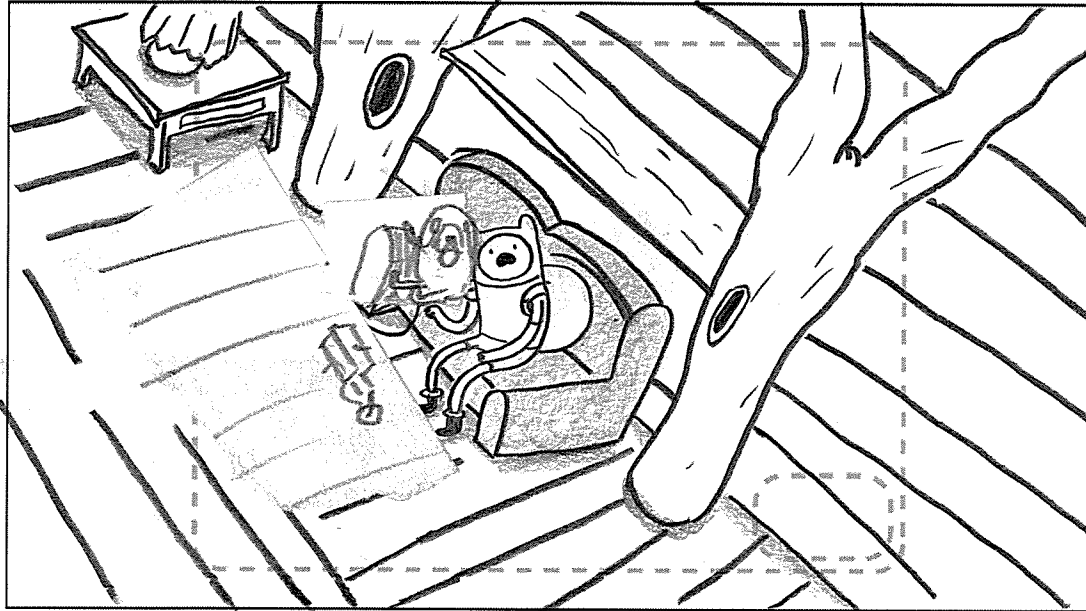
Production :

ADVENTURE TIME

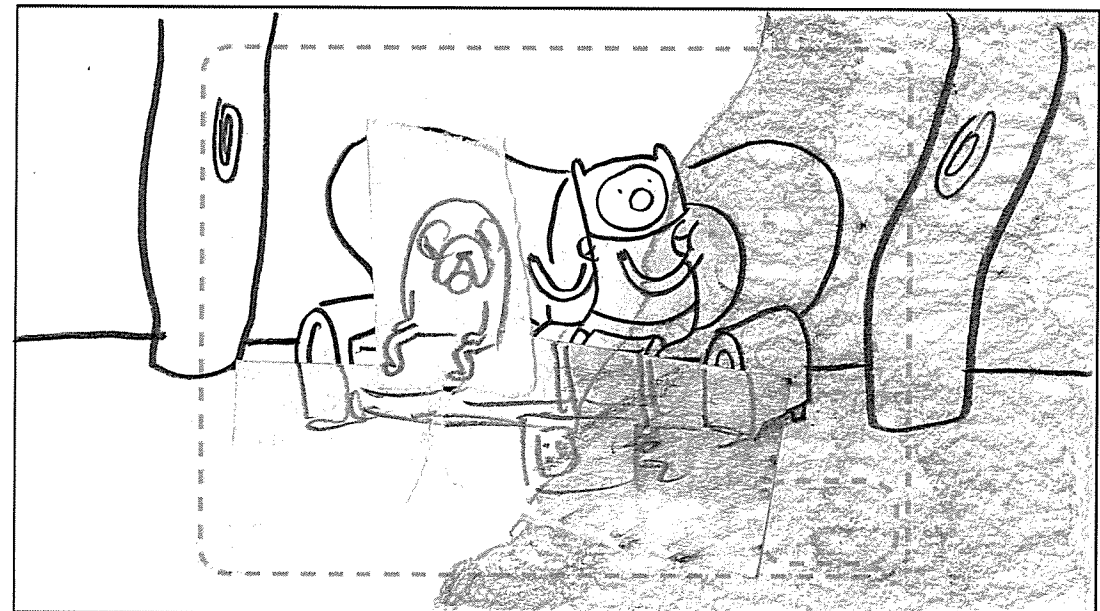


Page 15

Sc. 12 Pnl. A Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:

F+J- SNAIL ATTACK!

Action:

SHADON MOVES OVER
THEM

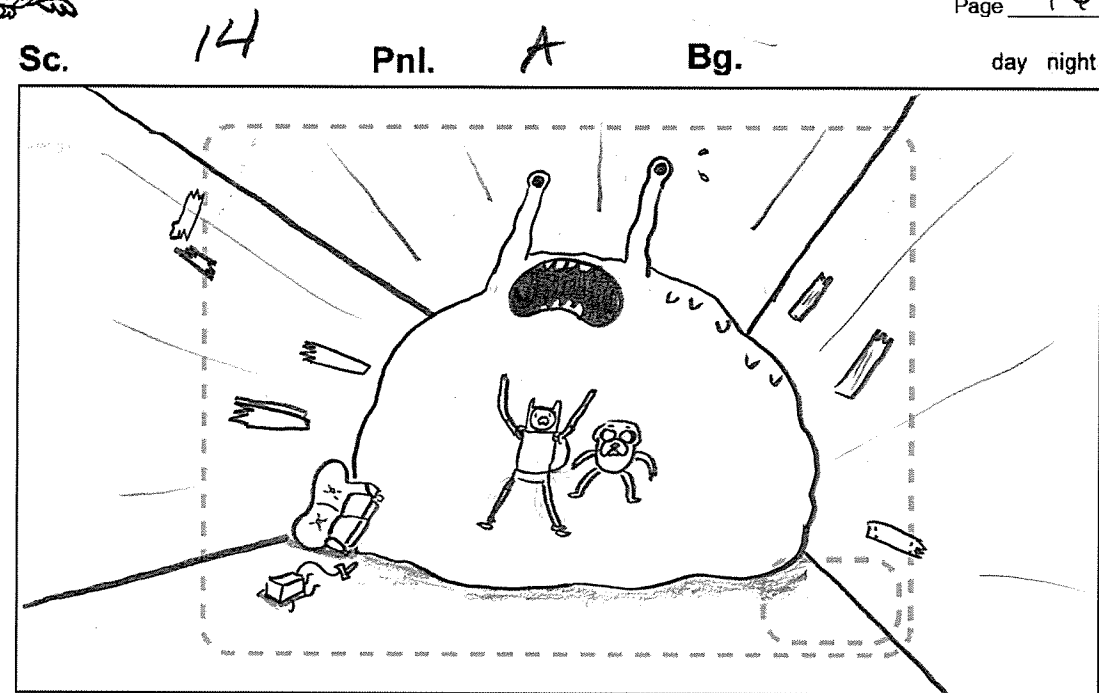
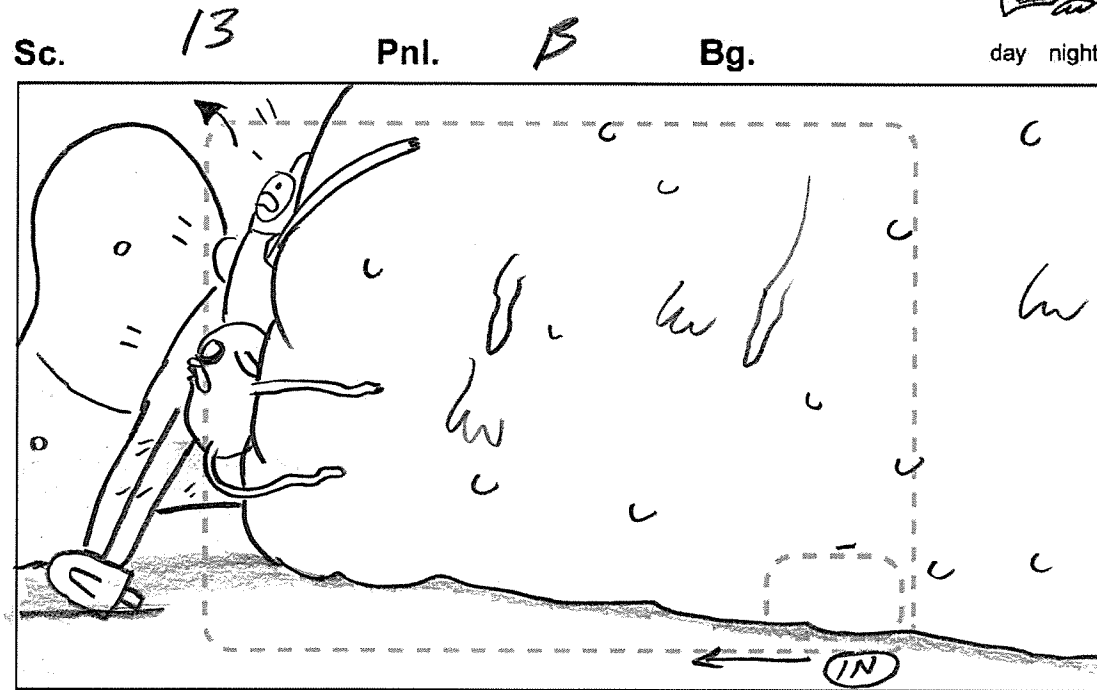
Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Dialog:

WHAM!

Action:

SNAIL BUSTS INTO
SHOT, HITS FINN+JAKE

FINN+JAKE ARE SMASHED ON
TO SNAIL AS HE SURGES TO
CAMERA.

Timing:

EPISODE # 100232

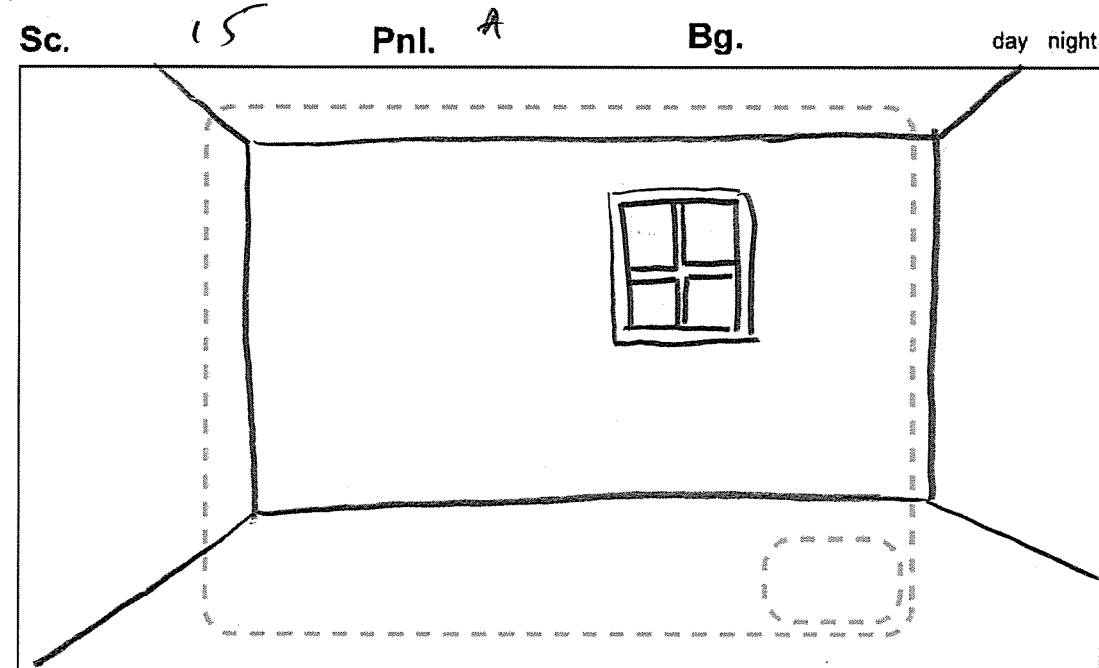
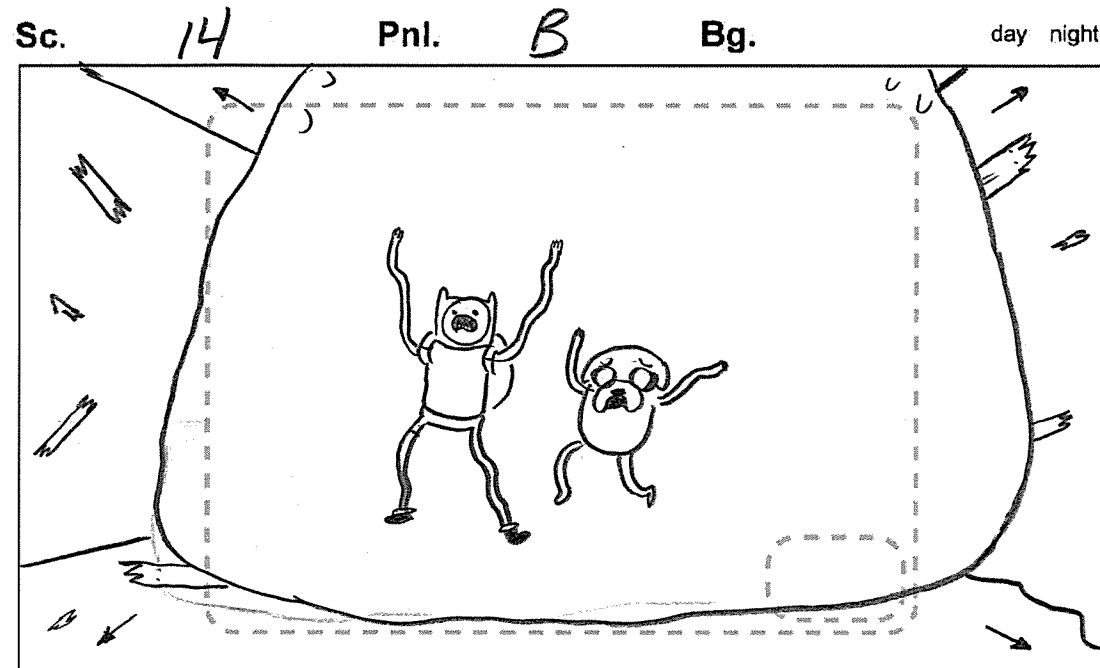
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 17



Dialog:

Action:



Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Page 18

Sc.

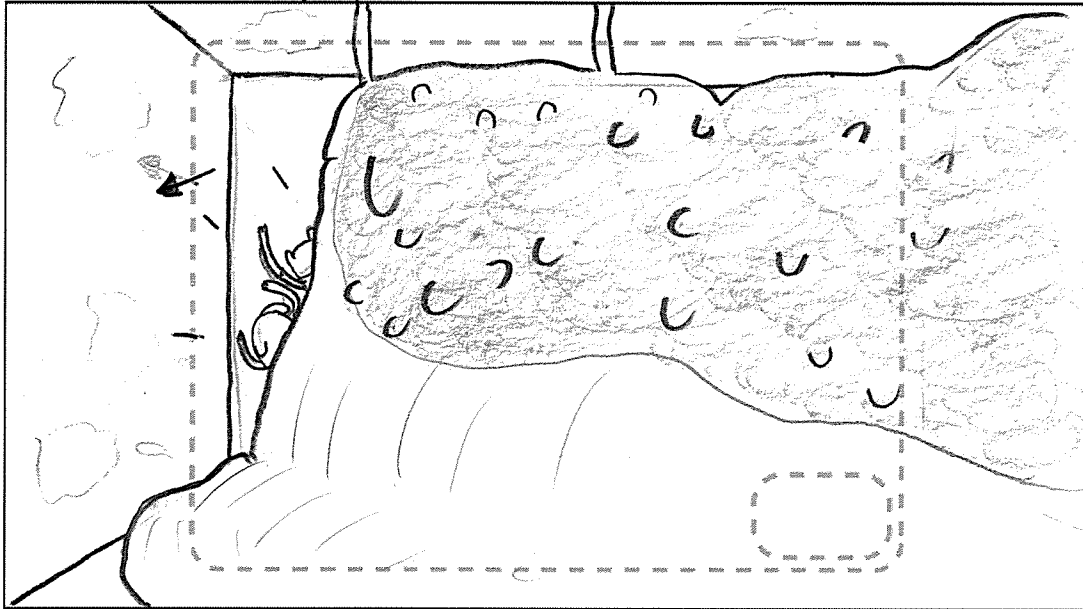
15

Pnl.

B

Bg.

day night



Sc.

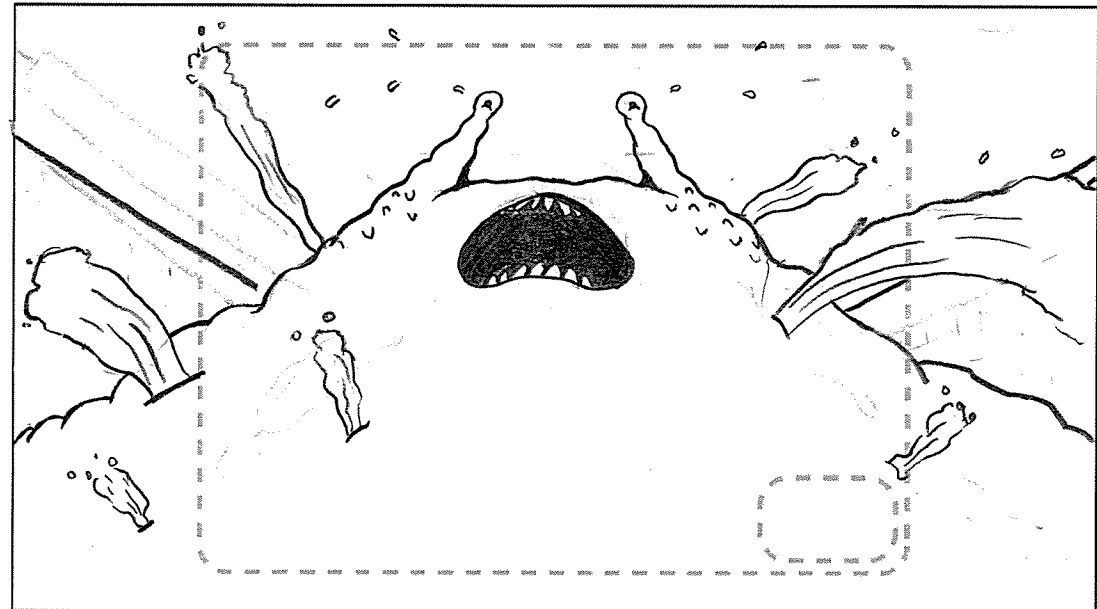
16

Pnl.

A

Bg.

day night



Dialog:

SFX: SMACK!

S- (SOBBING HARD)

Action:

SNAIL SMASHES F+J UP
AGAINST WALL

SNAIL CRIES AND SHOOTS OUT
JUICE EVERYWHERE.

Timing:

100232

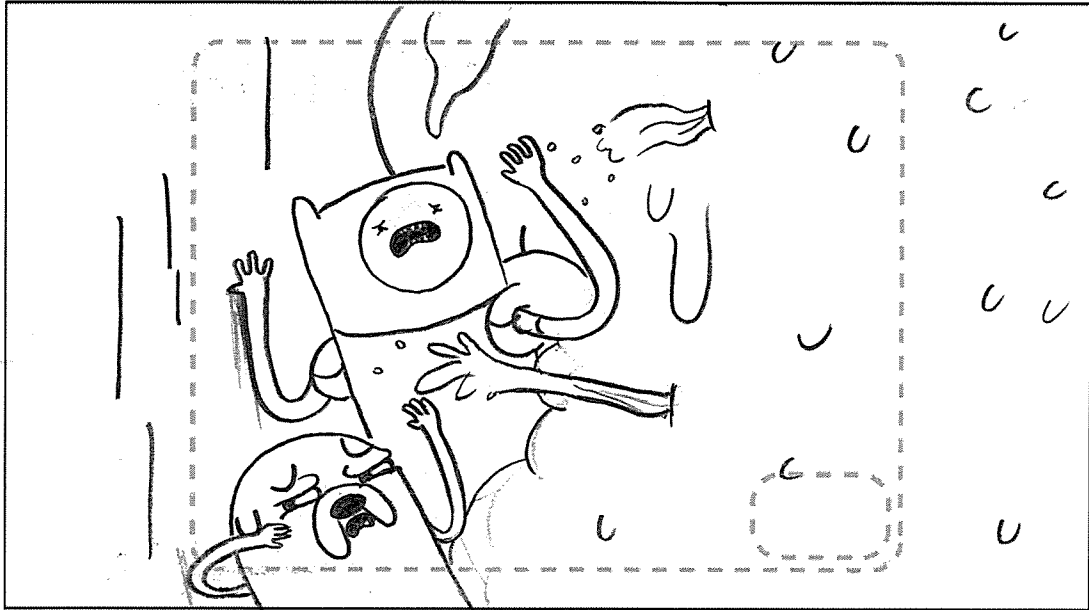
EPISODE #

Production :

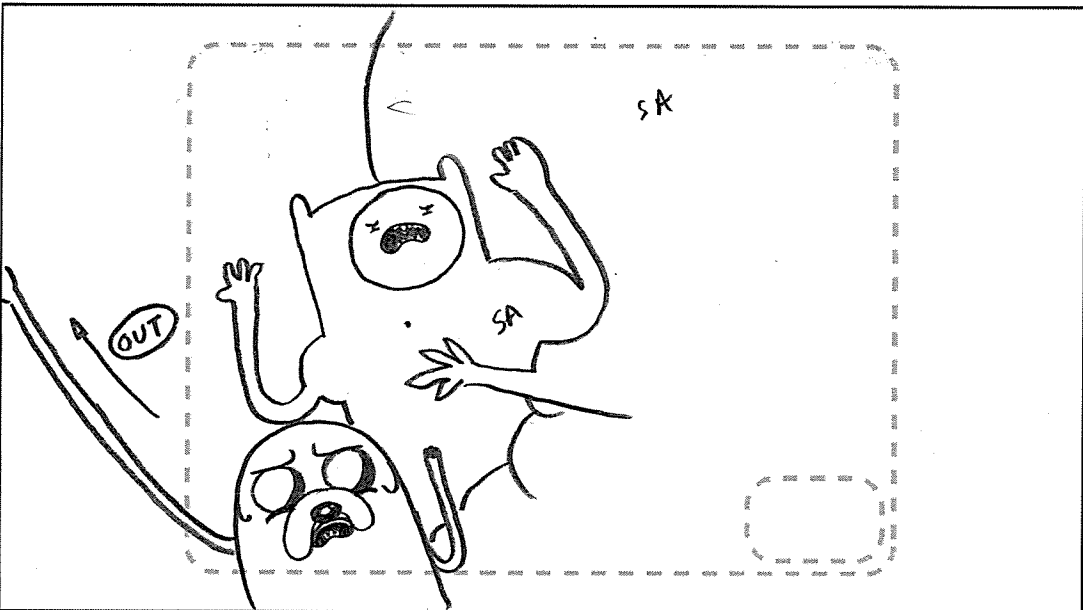
ADVENTURE TIME



Sc. 17 Pnl. A Bg. day night



Sc. 17 Pnl. B Bg. day night



Dialog:	F- 'SICK! HOW DO YOU FIGHT A SNAIL?	J- HOLD ON DUDE.
Action:	SNAIL HAS THEM PINNED AGAINST WALL, HE SQUIRTS JUICE.	JAKE REACHES (O.S.)
Timing:		

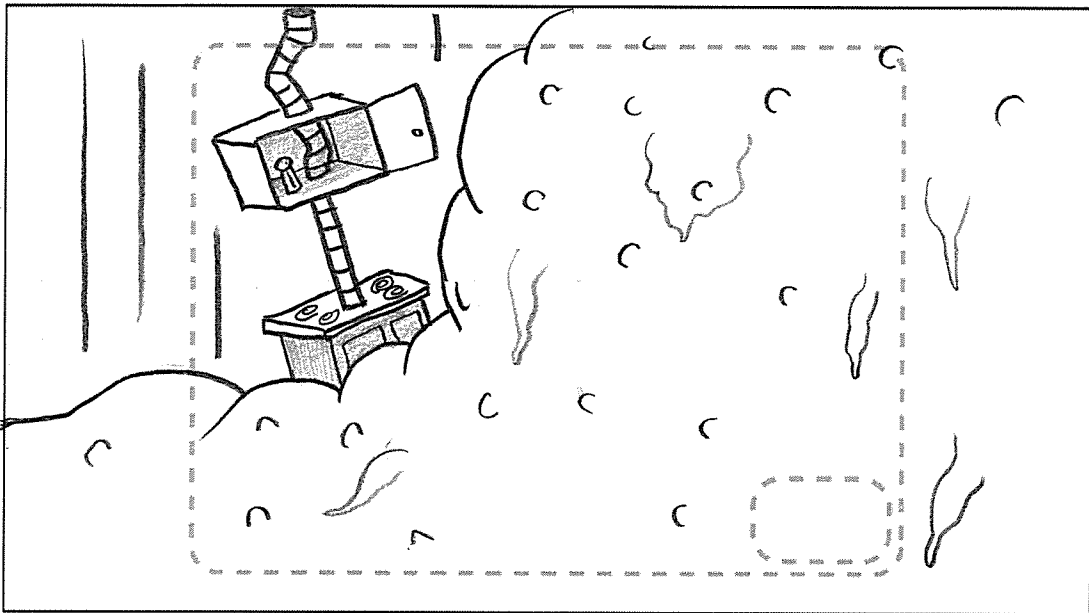
EPISODE # 100232

Production :

ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night

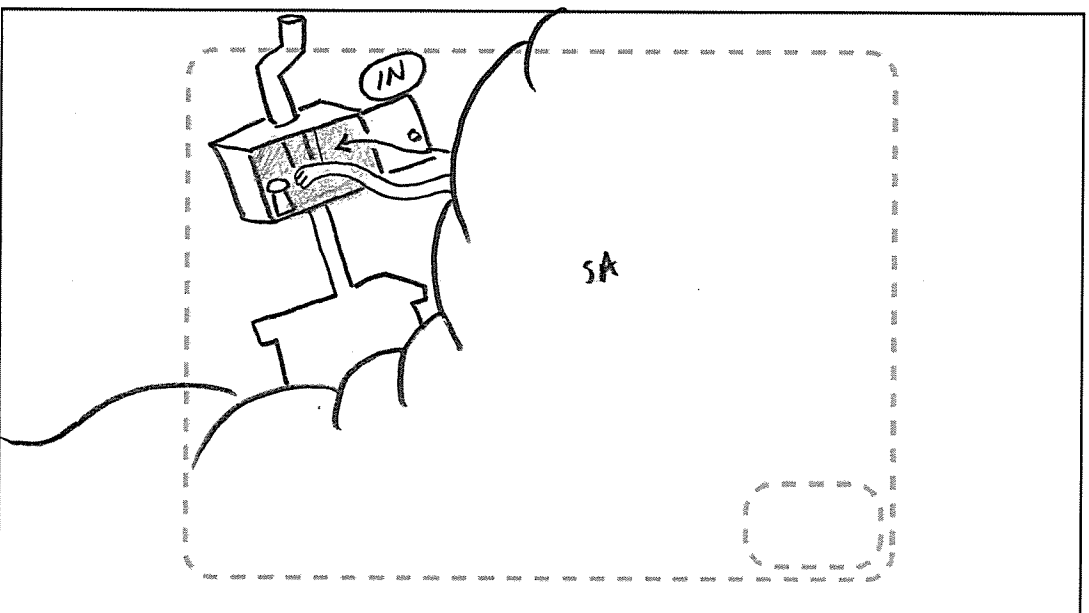


Dialog: JAKE: I GOT THIS!

Action: WE SEE A STOVE WITH A CUPBOARD ON TOP OF IT.

Timing:

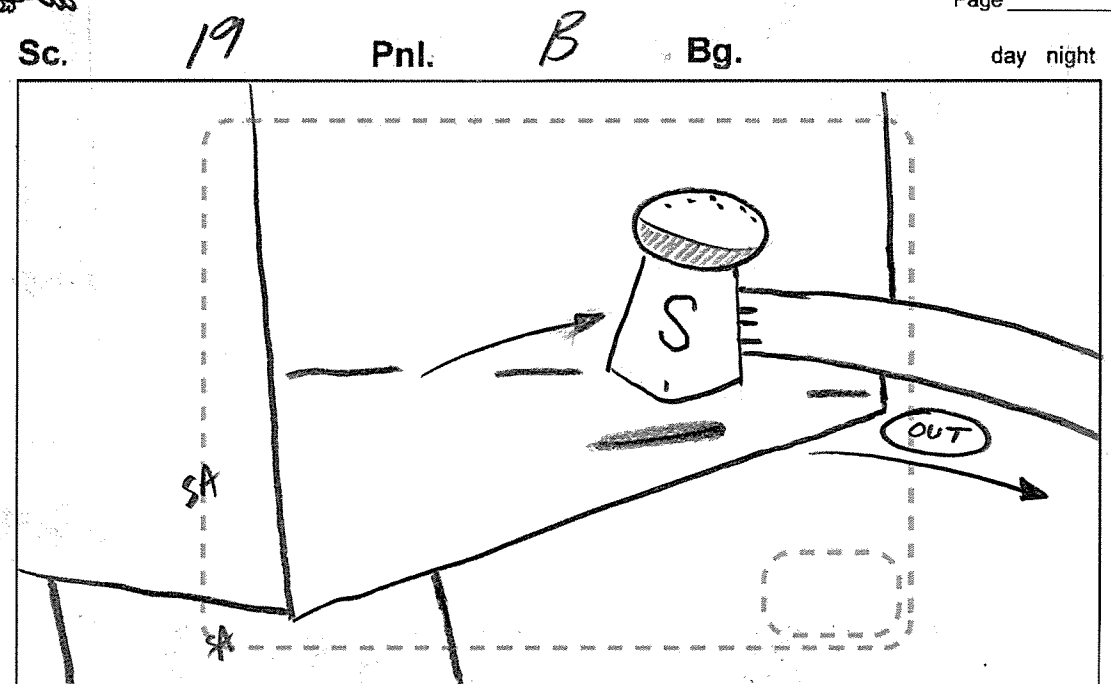
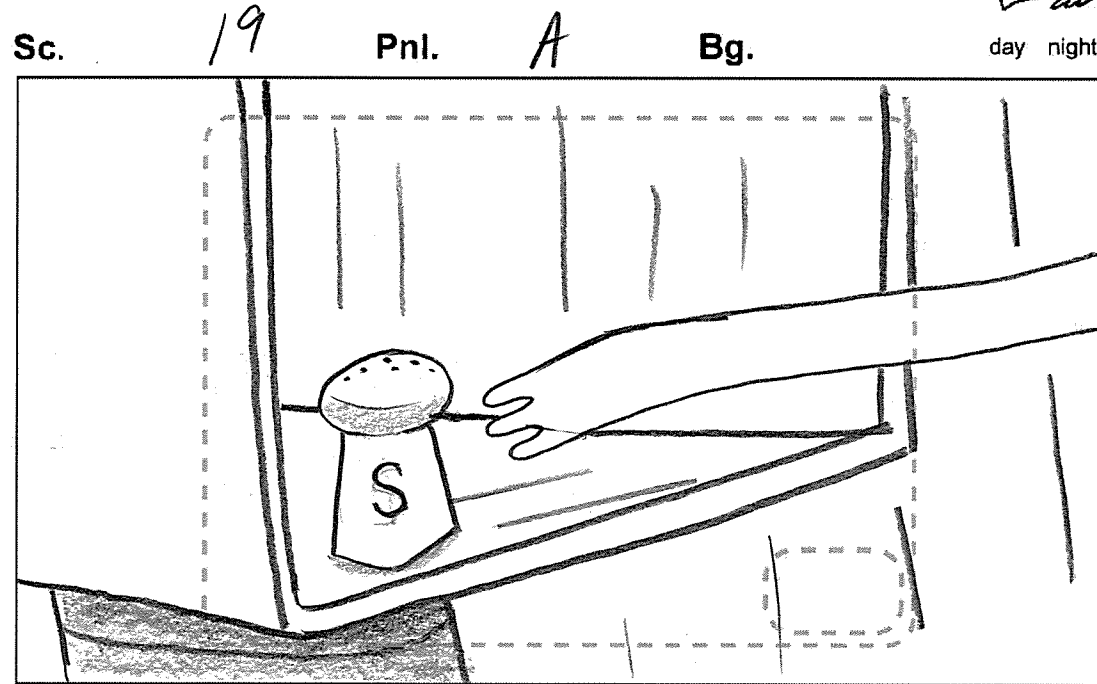
Sc. 18 Pnl. B Bg. day night



JAKE'S HAND GOES INTO CUPBOARD.

EPISODE # 100232 Production :

ADVENTURE TIME



Dialog:

Action:

JAKE REACHES FOR SALT

GRABS IT.
(USING "BABY TOUCH")

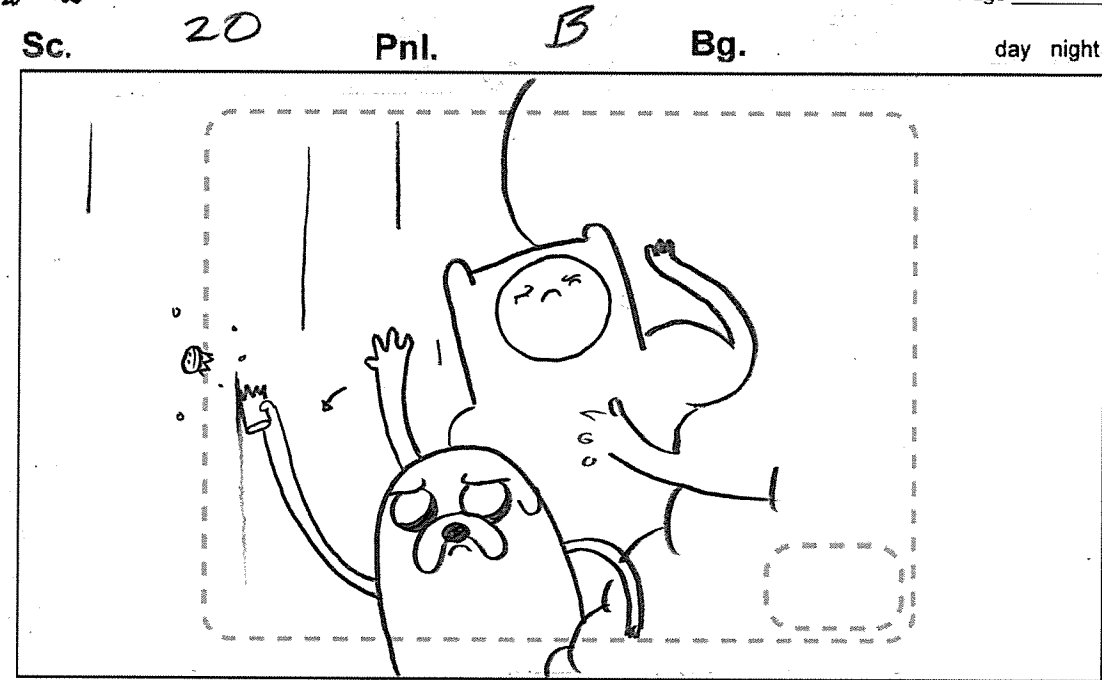
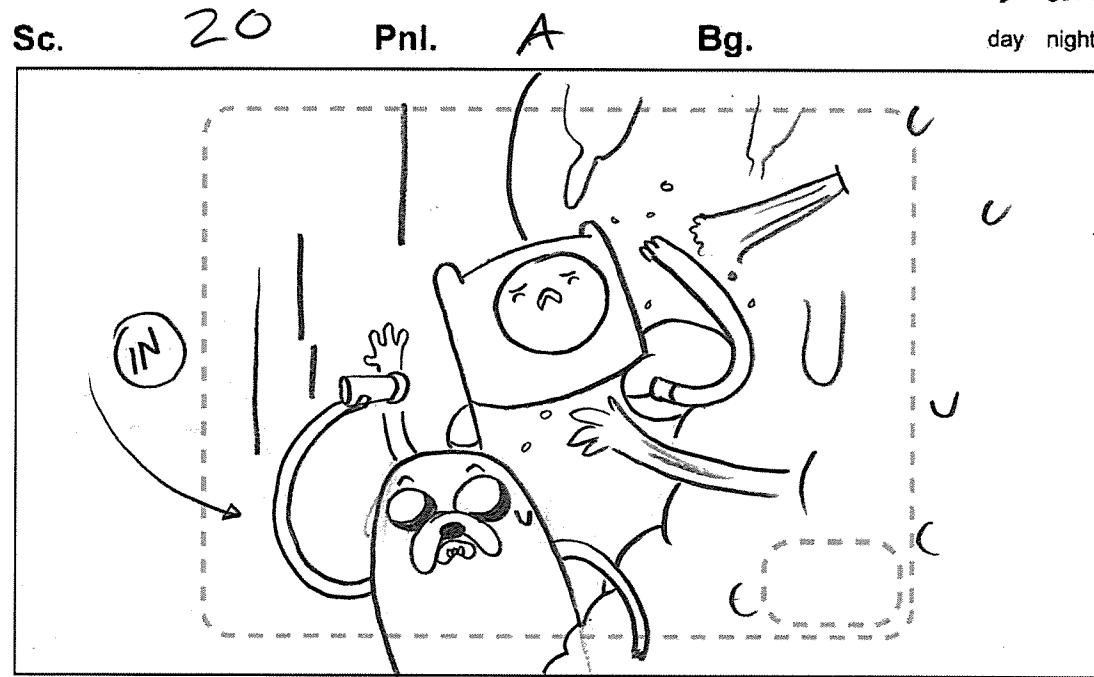
Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



Dialog:

Action:

JAKE BREAKS SALT SHAKER
AGAINST WALL.

Timing:

EPISODE #

100232

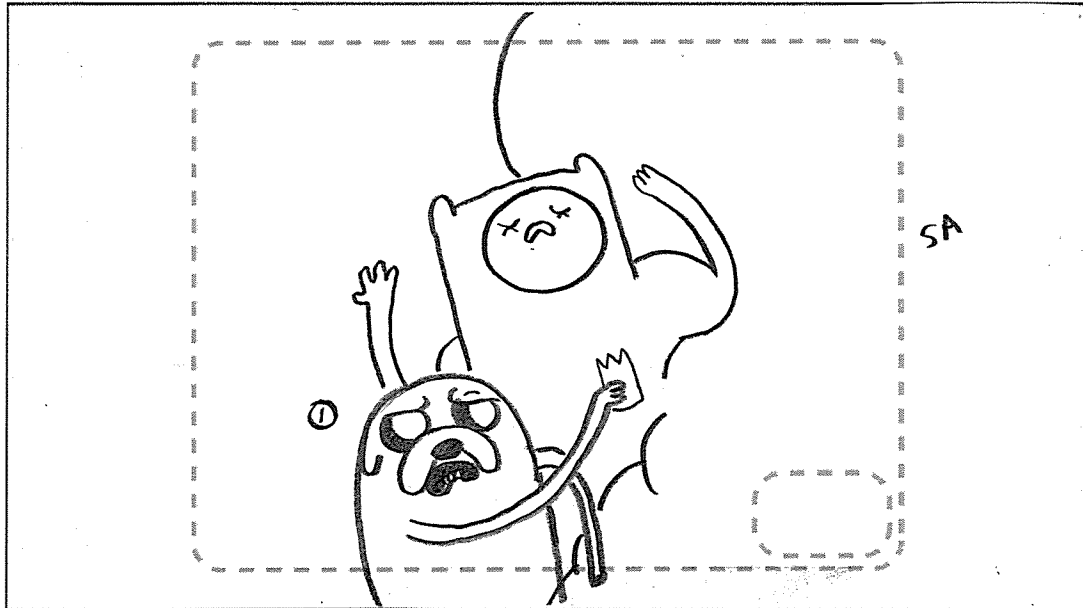
Production :

ADVENTURE TIME

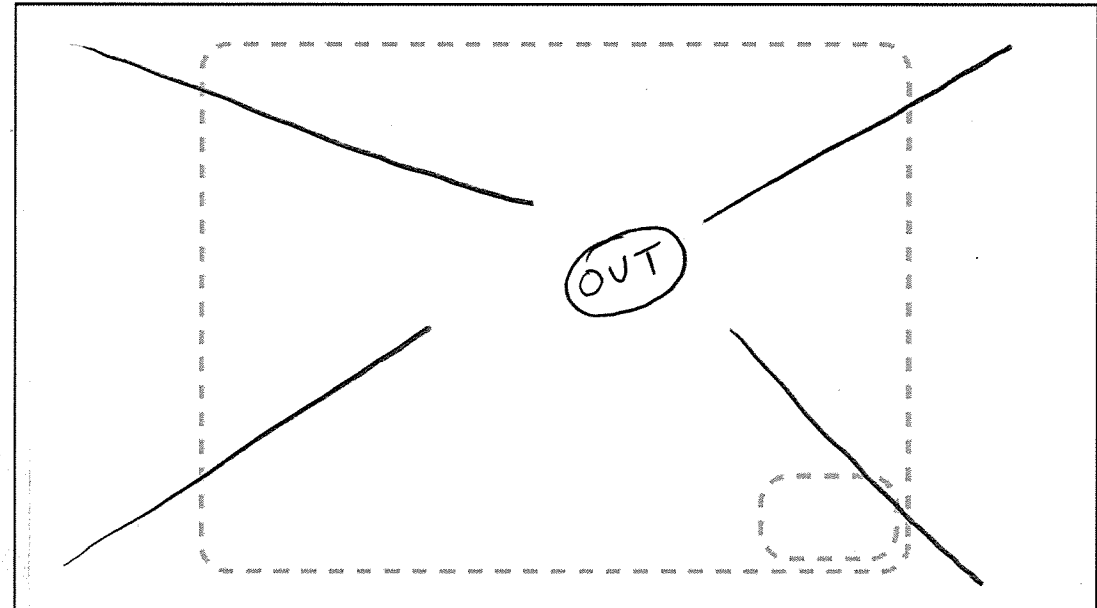


Page 23

Sc. 20 Pnl. C Bg. day night



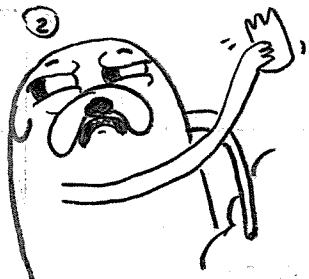
Sc. Pnl. Bg. day night



Dialog:

J- ① DON'T MAKE ME USE THIS,
MAN! ② I DON'T WANNA
USE THIS!

Action:



JAKE SHAKES THE SALT
AT SNAIL.

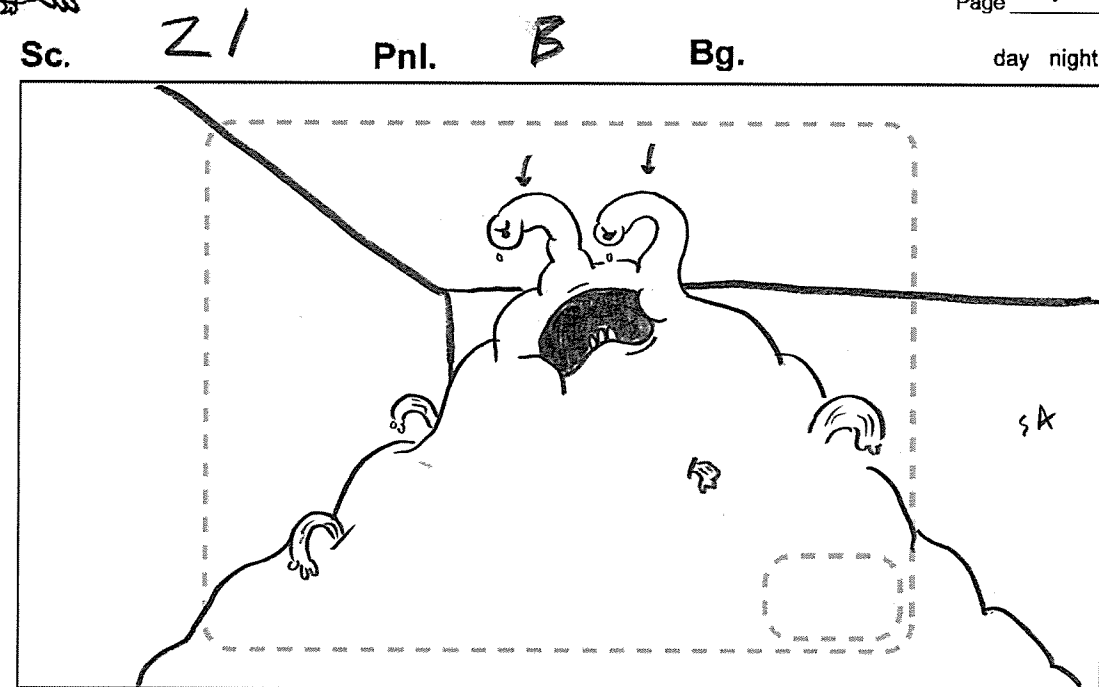
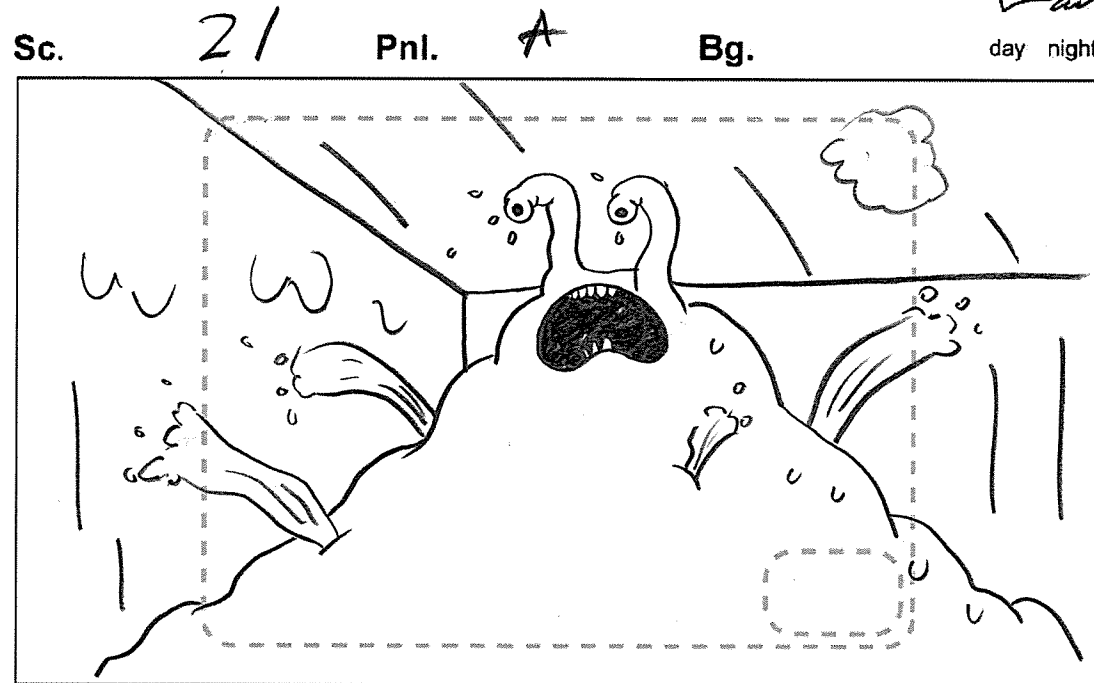
Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Dialog:

S- SALT!?

BUT I THOUGHT YOU GUYS
WERE HEROES...

Action:

JUICE SLOWLY STOPS POURING OUT
OF HIM.

Timing:

100232

EPISODE #

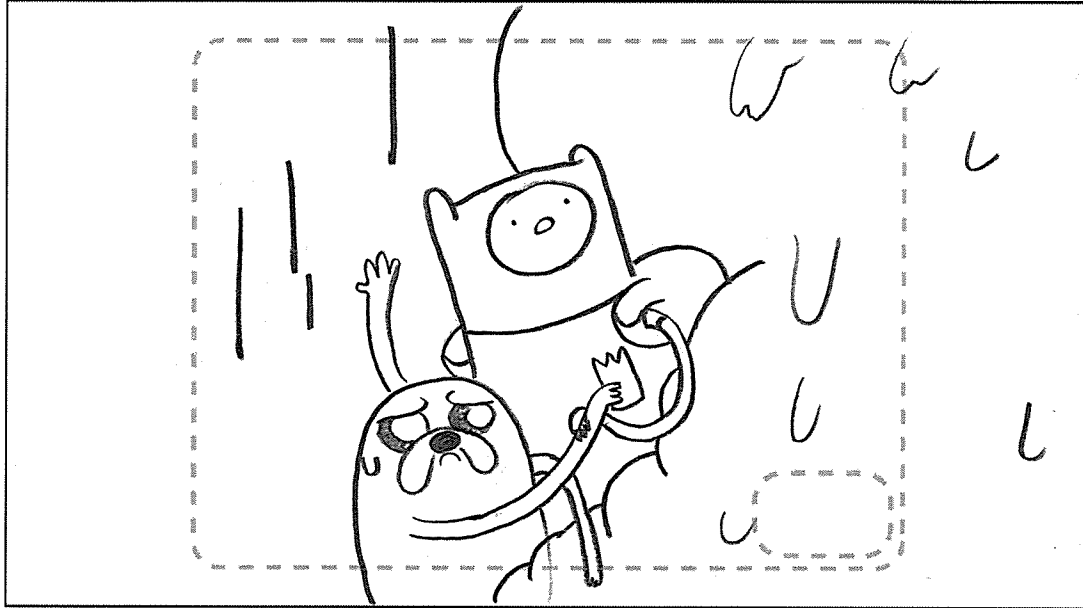
Production :

ADVENTURE TIME

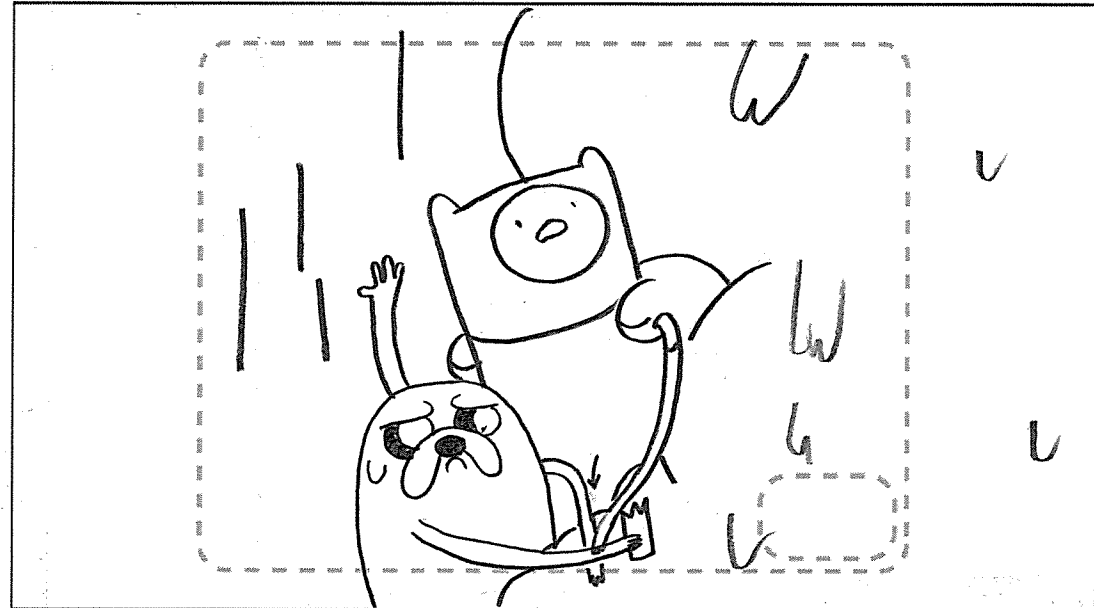


Page 25

Sc. 22 Pnl. A Bg. day night



Sc. 22 Pnl. B Bg. day night



Dialog:

F- WAIT A MINUTE JAKE.

Action:

FINN LOWERS JAKE'S
HAND.

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



Sc. 22 Pnl. C Bg. day night

Sc. 22 Pnl. D Bg. day night

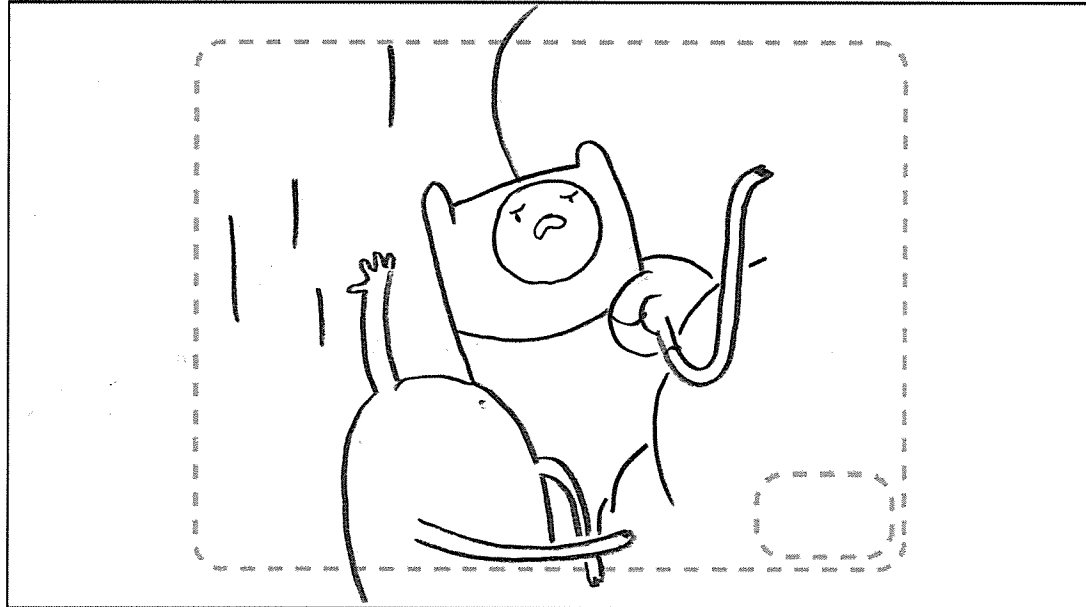
Dialog:	F- WE ARE HEROES, WE THOUGHT YOU WERE TRYIN' TO ATTACK US.	WHY'D YOU BREAK IN HERE ALL <u>MAD</u>
Action:		
Timing:		

EPISODE # 100232 Production :

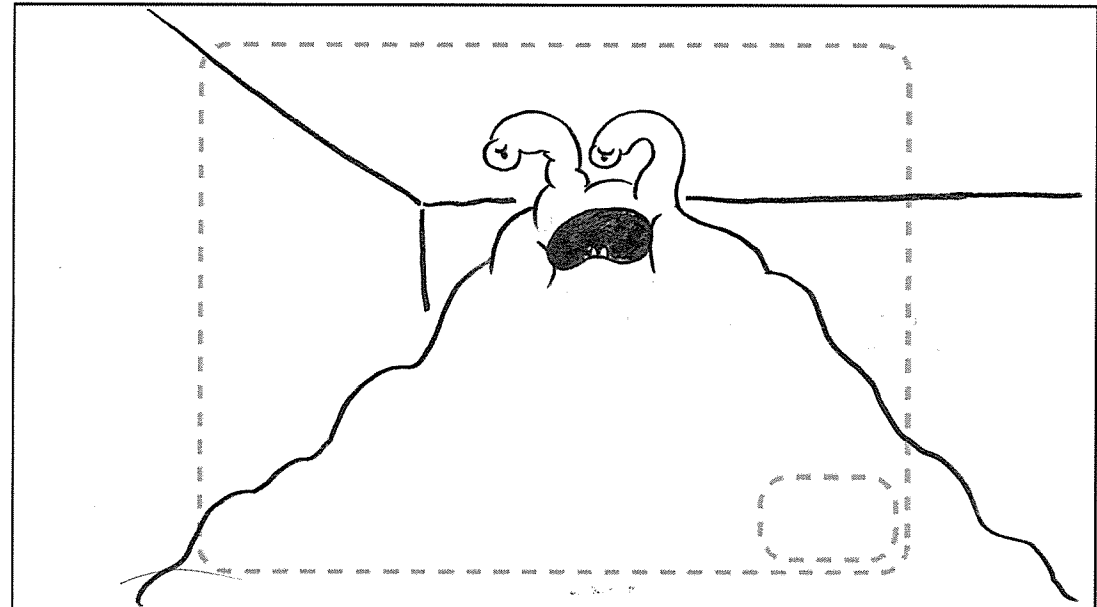
ADVENTURE TIME



Sc. 22 Pnl. E Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:

F- SQUIRTIN THAT JUICE
ALL OVER US?

S- THAT'S NOT MAD JUICE

Action:

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Sc. 23 Pnl. B Bg. day night

Sc. 23 Pnl. C Bg. day night

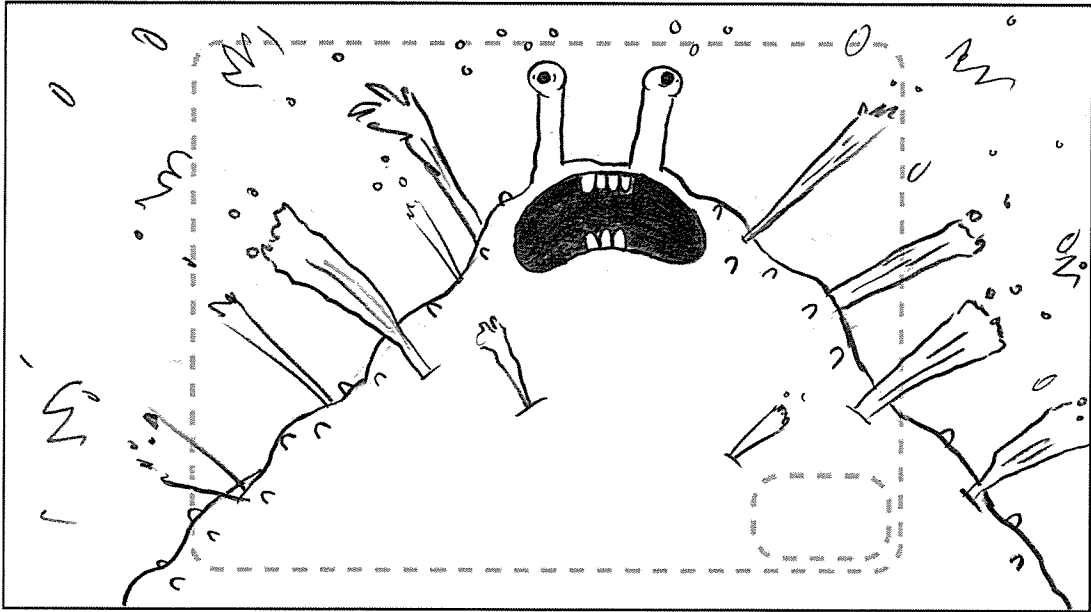
Dialog:	THAT'S <u>SAD</u> JUICE	I'M SNORLOCK AND I'M
Action:		
Timing:		

EPISODE # 100232 Production :

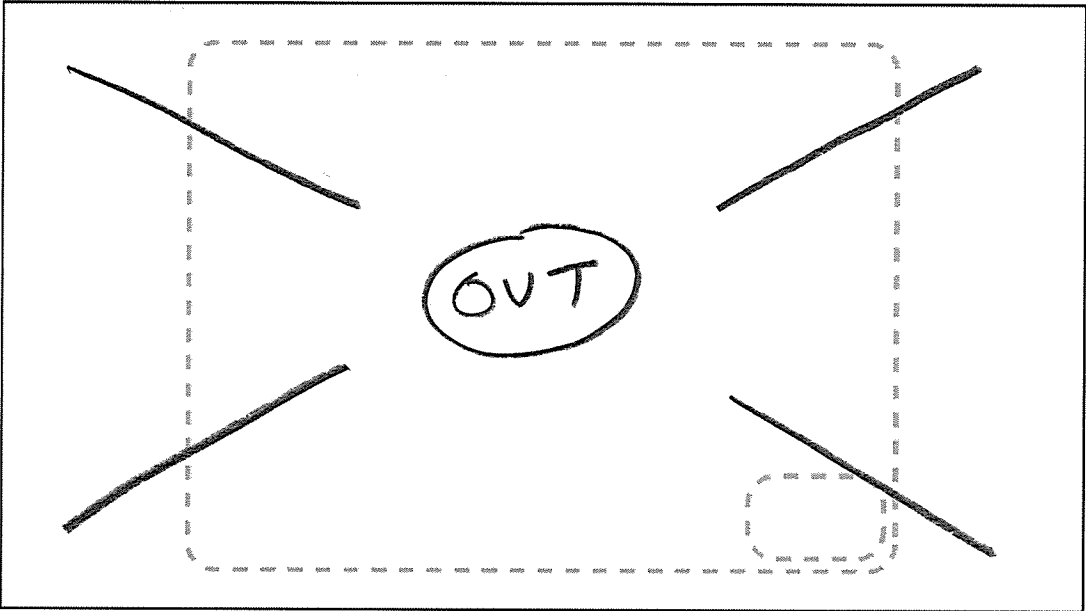
ADVENTURE TIME



Sc. 23 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:	S- SAAAAAAD
Action:	SNORLOCK EXPLODES WITH JUICE.
Timing:	

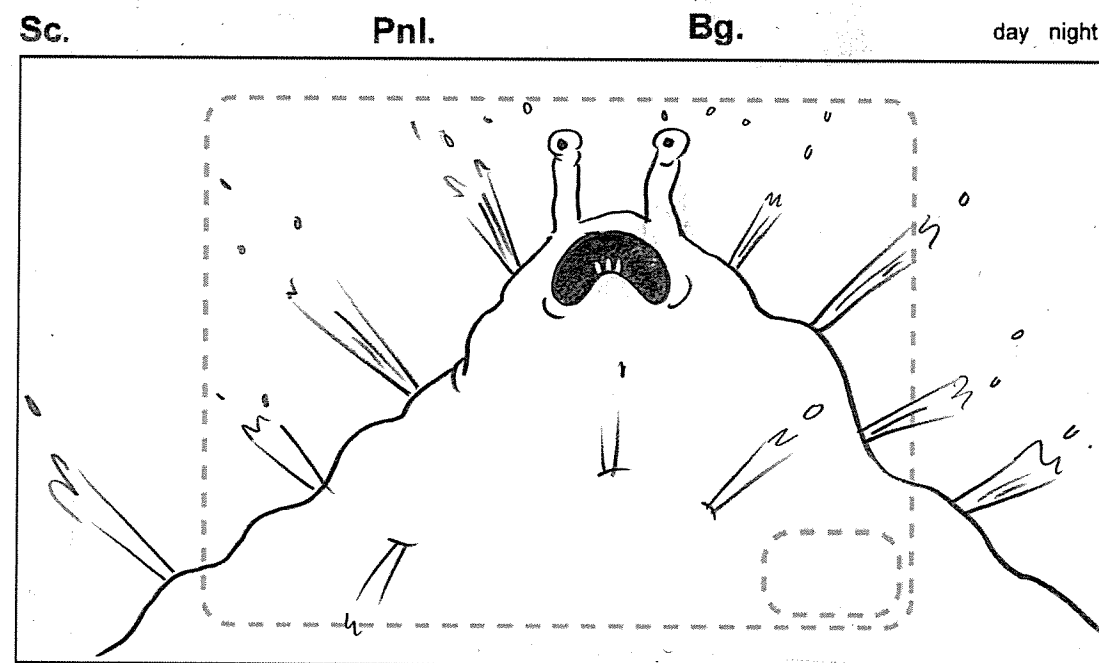
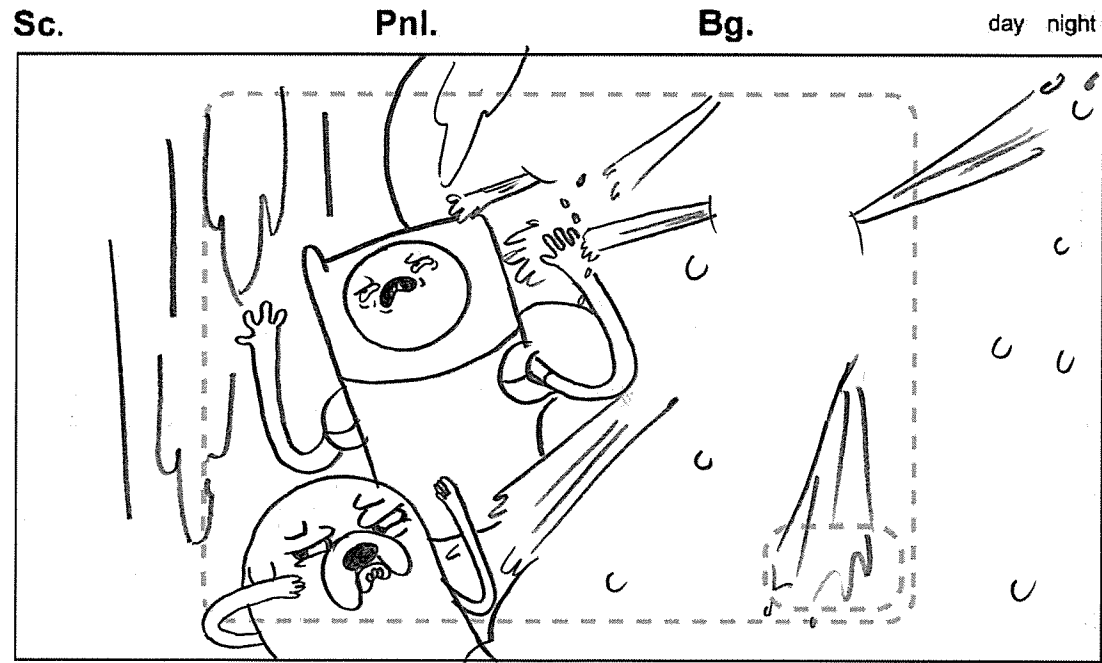
EPISODE # 100232

Production :

ADVENTURE TIME



Page 29A



Dialog:

Action:

Timing:

SNORLOCK (CRYING HYSTERICALLY)

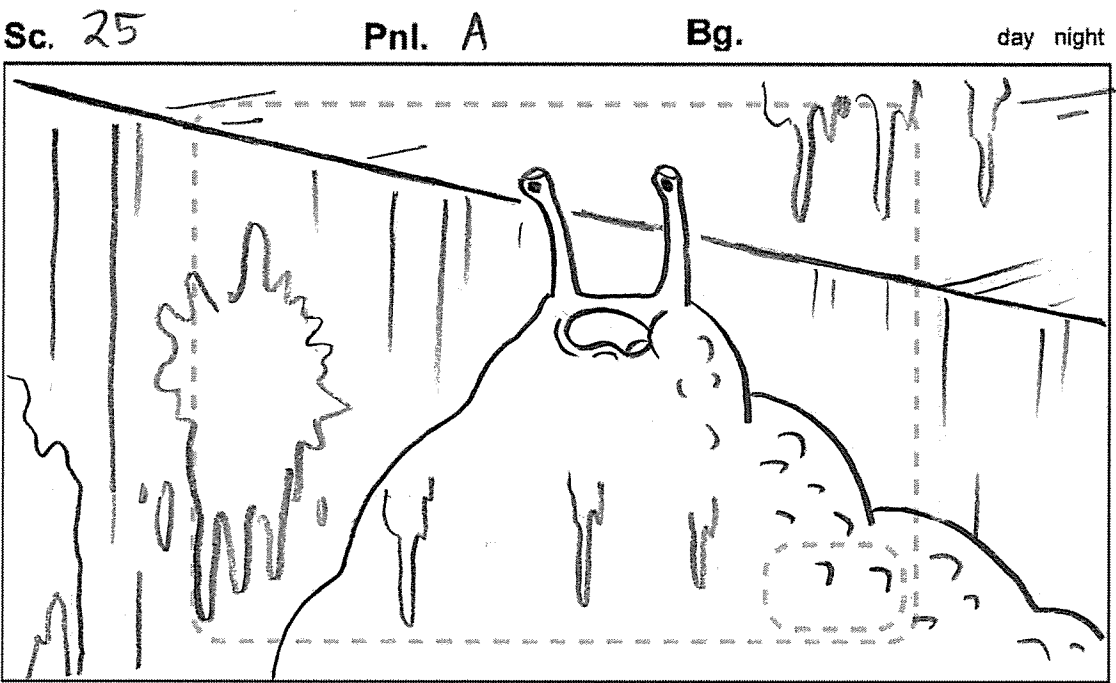
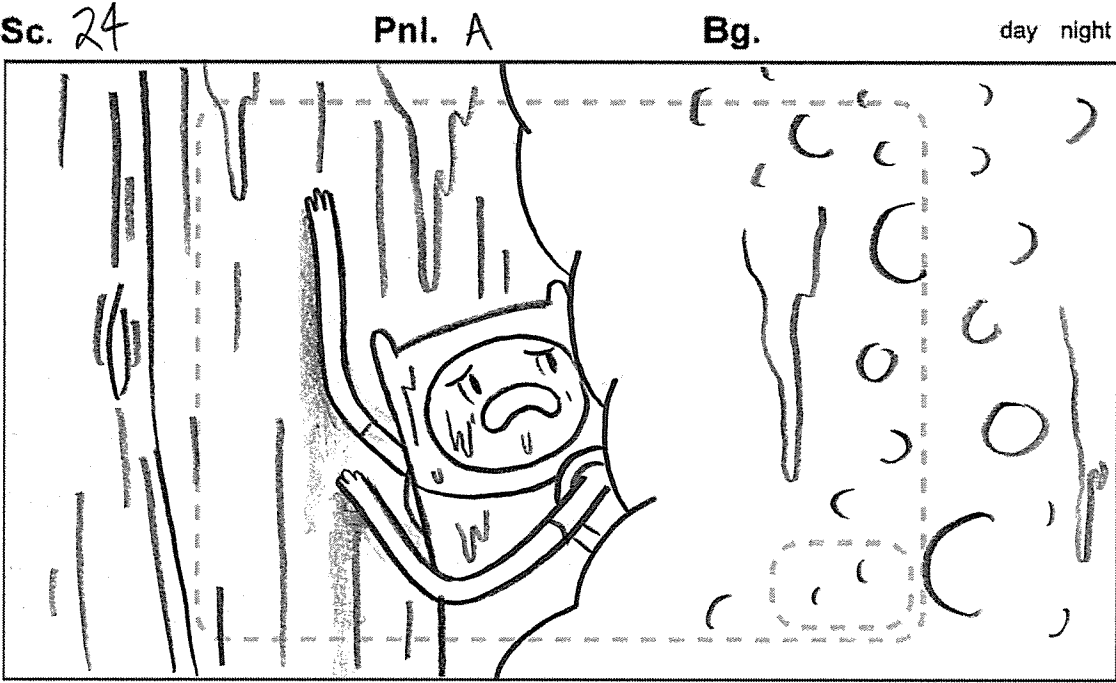
WAAAAA!!!

EPISODE #

Production :

100232

ADVENTURE TIME



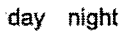
Dialog:	F/ STOP SQUIRTIN' SLIME AND JUST TELL US WHAT'S WRONG!	S/ I NEED A GIRLFRIEND!
Action:		
Timing:		

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from The studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Sc. 26

Pnl. A

Bg.

Page 31

day night

Timing

S/ (whisper) I HAVE NO ONE TO LOVE

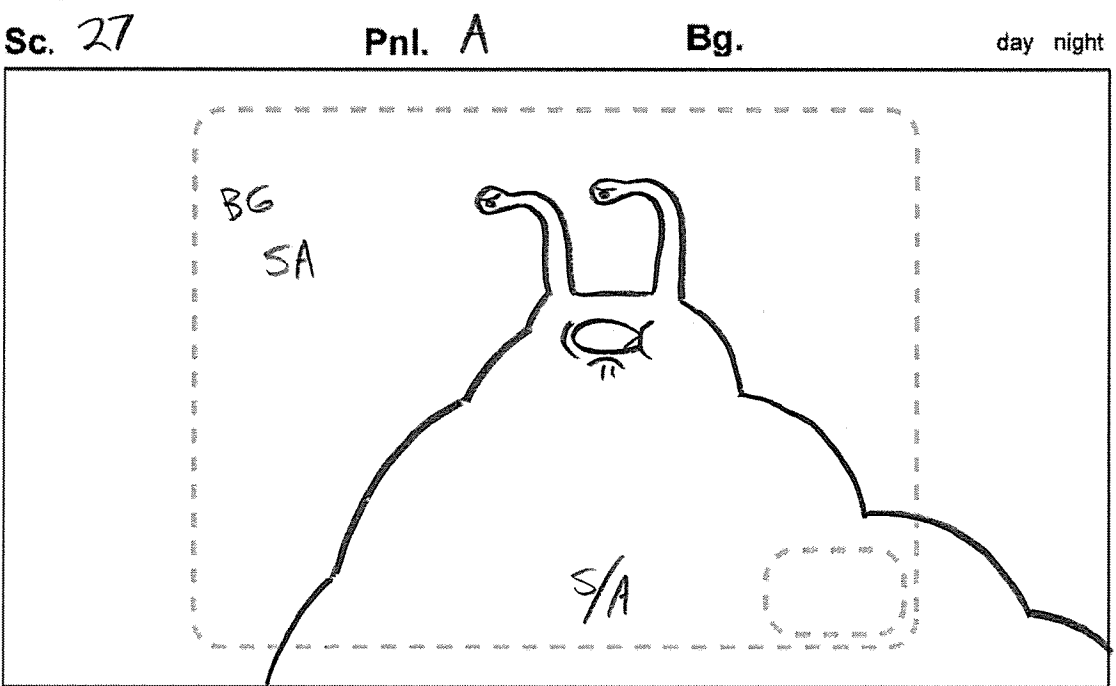
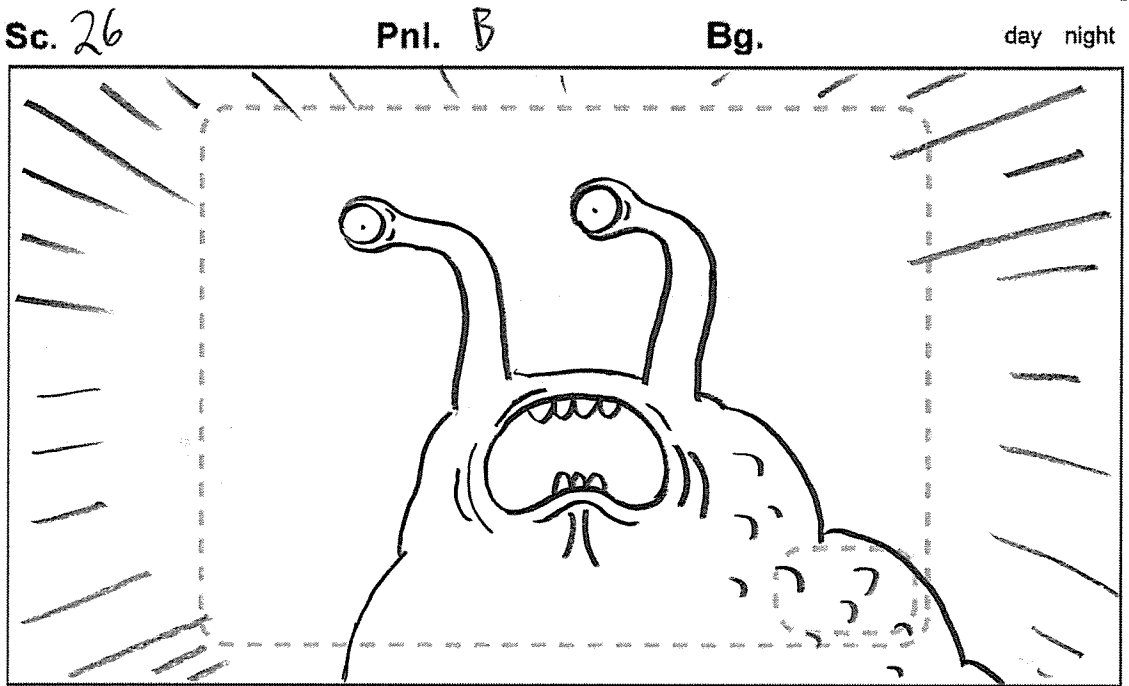
23201

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	S/ - AND I'M ALREADY SIX YEARS OLD!!!	S/ PLEASE HELP ME.
Action:		
Timing:		

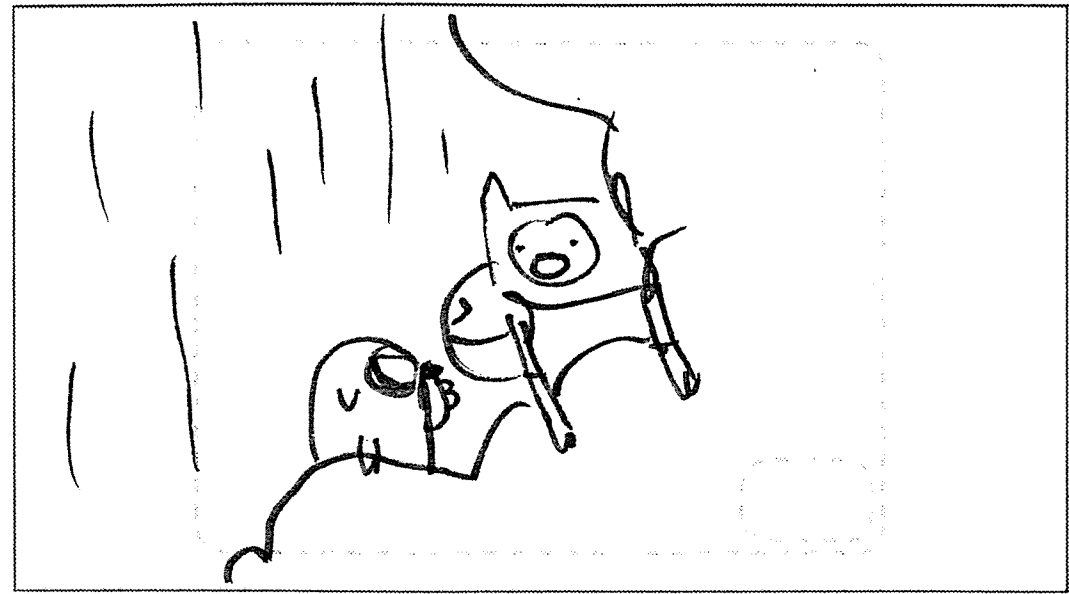
100232
EPISODE #
Production :

© 2009 The Cartoon Network, Inc. All rights reserved. This material is the property of The Cartoon Network, Inc. It is unpublished and may not be used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
F: Jalce! Hero Huddle!
Action:
Timing:

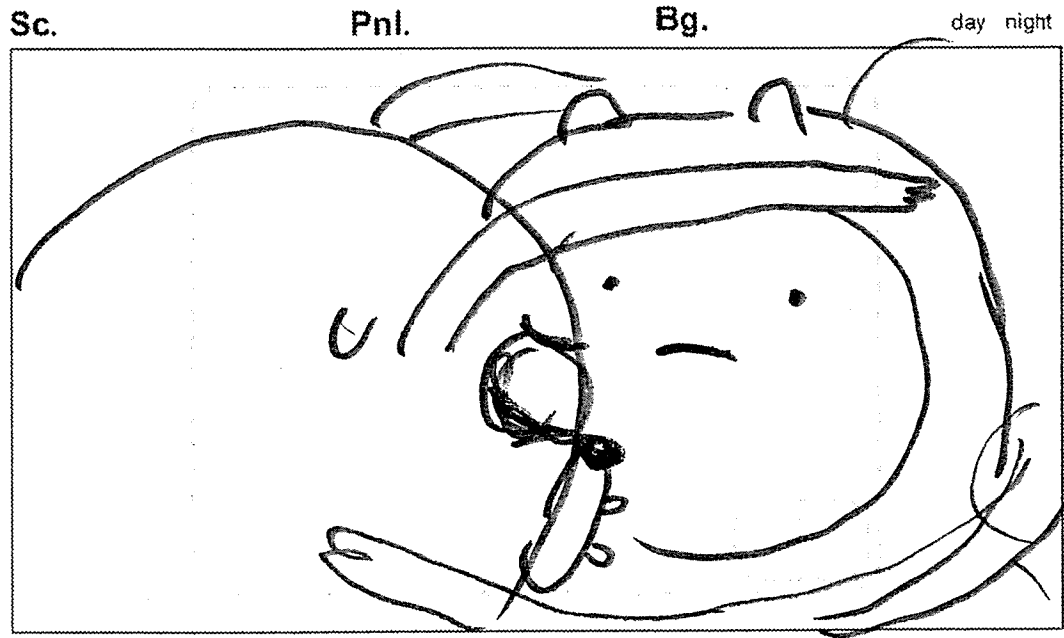
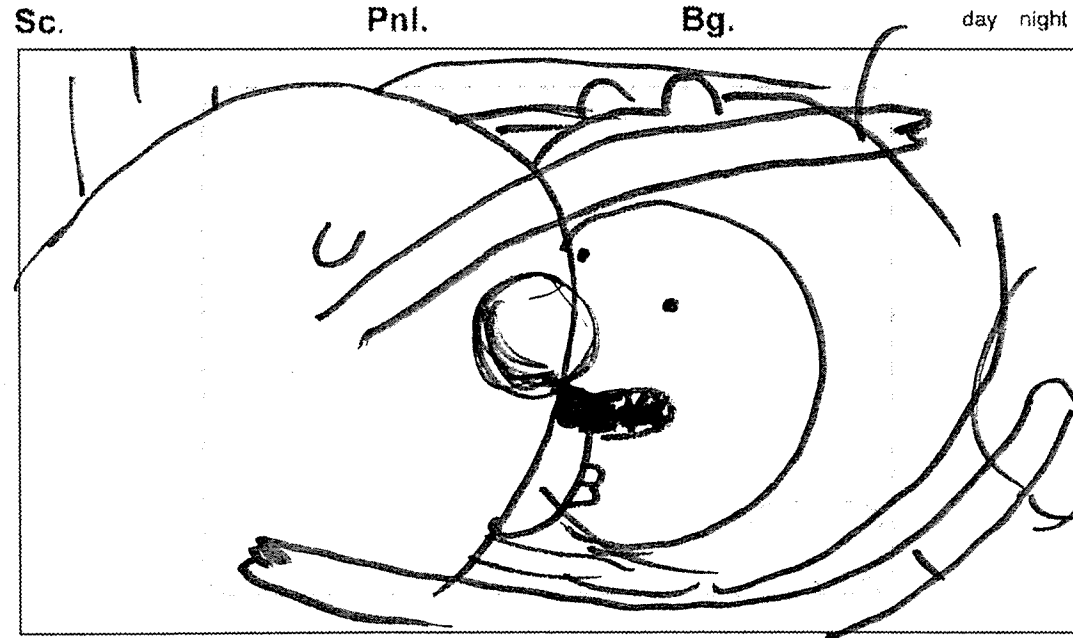
EPISODE # 100232

Production :

ADVENTURE TIME



Page 32B



Dialog:	F: Whadaya think?	(O!) I think the our house is all jacked up.
Action:		
Timing:		

EPISODE # 100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night	

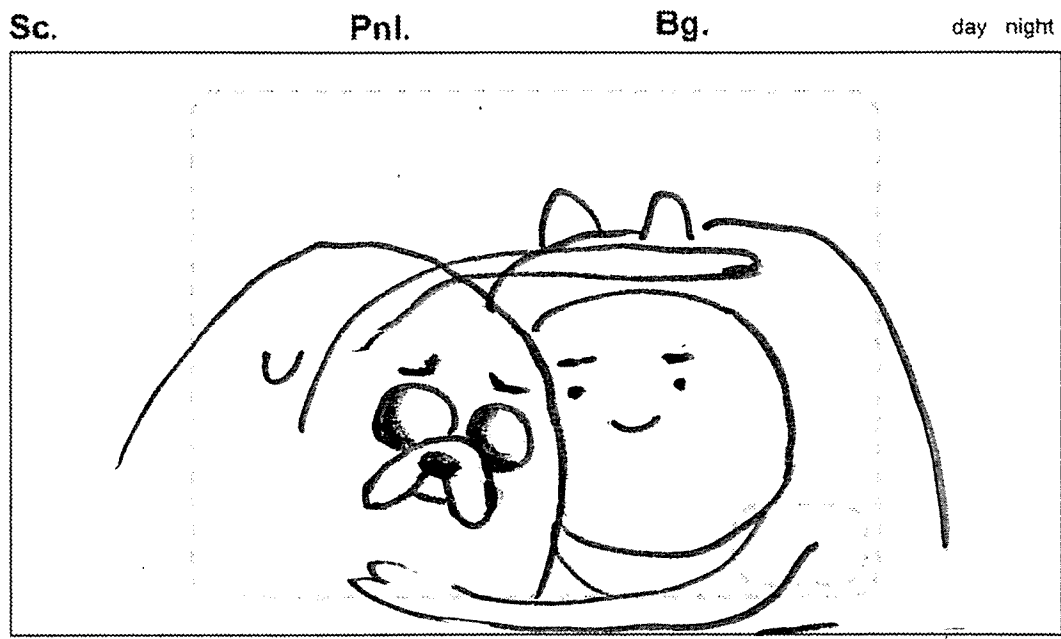
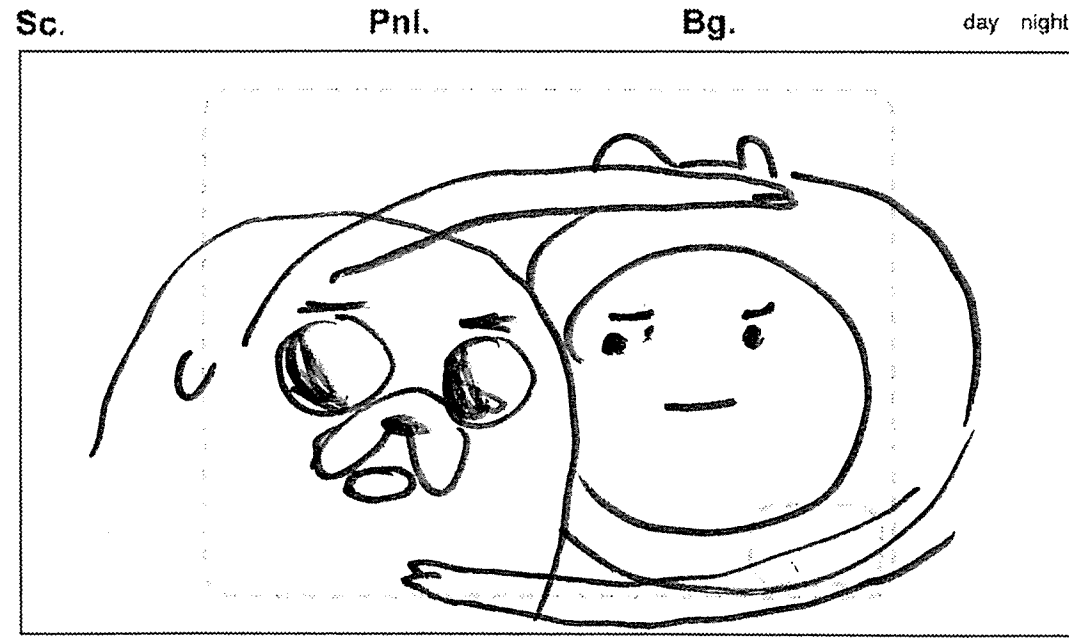
Dialog:	F: yeah..	F: but he's just an innocent goober lookin for love.
Action:		
Timing:		

EPISODE # 100232
Production :

ADVENTURE TIME



Page 32d



Dialog:

J: Yeahh..

Action:

Timing:

beat
(moment of understanding)

EPISODE # 100232

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 32 E

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	J: ok.. let's help him.	J: but he's gotta be lay off the house!
Action:		
Timing:		

EPISODE # 100232
Production :

ADVENTURE TIME



Sc.

Pnl.

Bg.

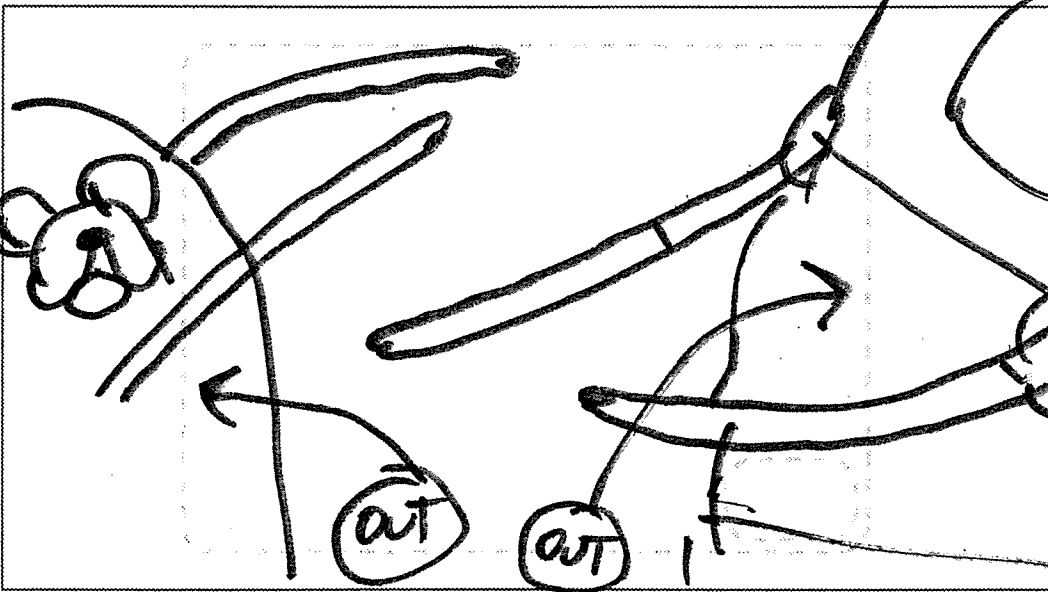
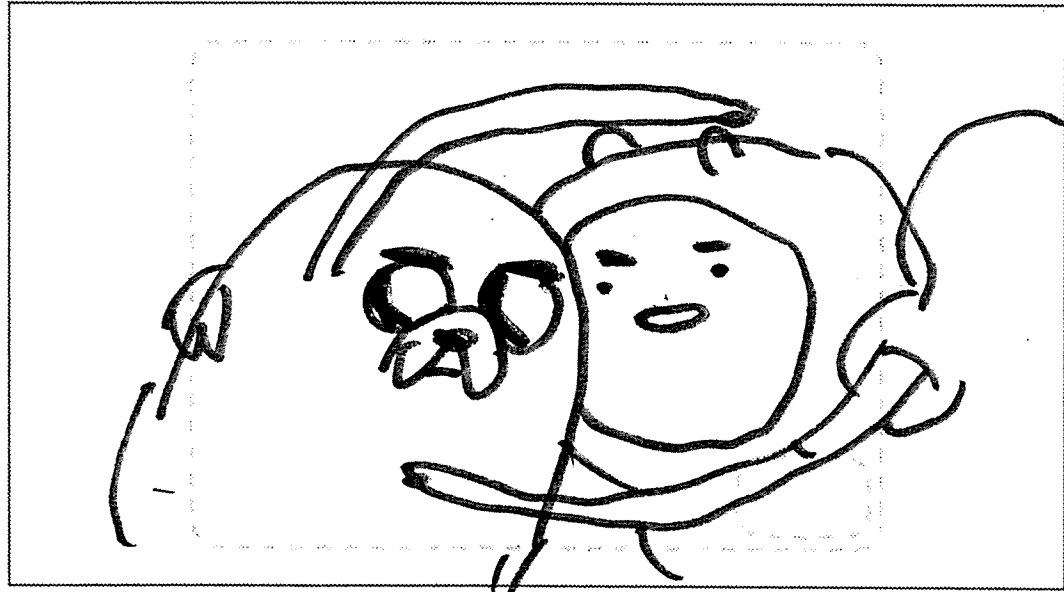
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F: RIGHT!

F: huddle break.

Action:

Timing:

Production :

EPISODE #

100232

32 F

Page

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



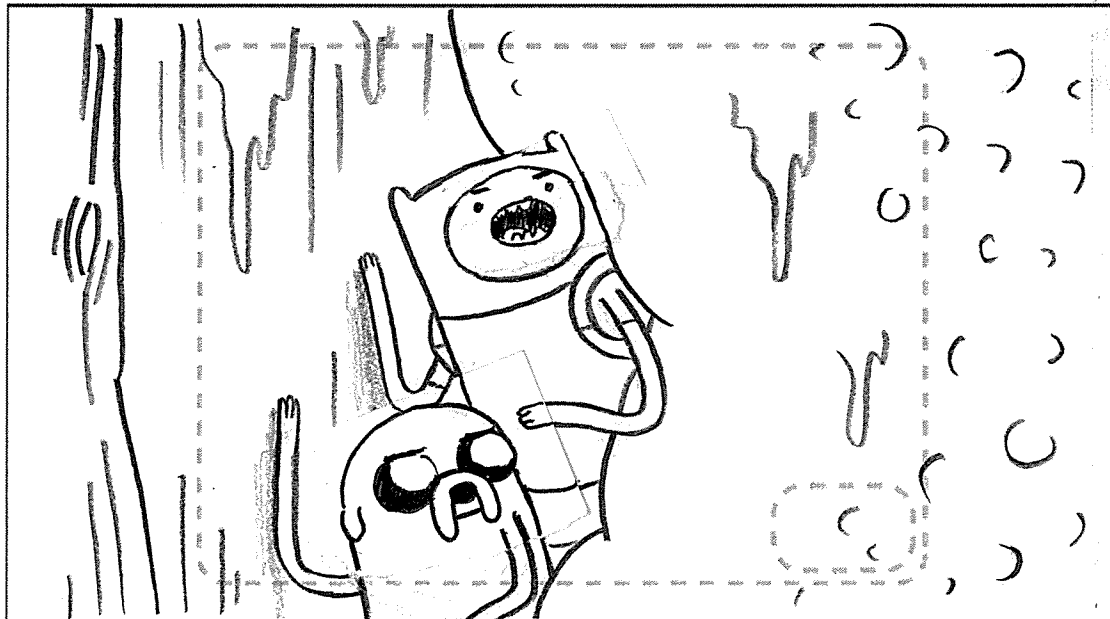
Page 33

Sc. 28

Pnl. A

Bg.

day night

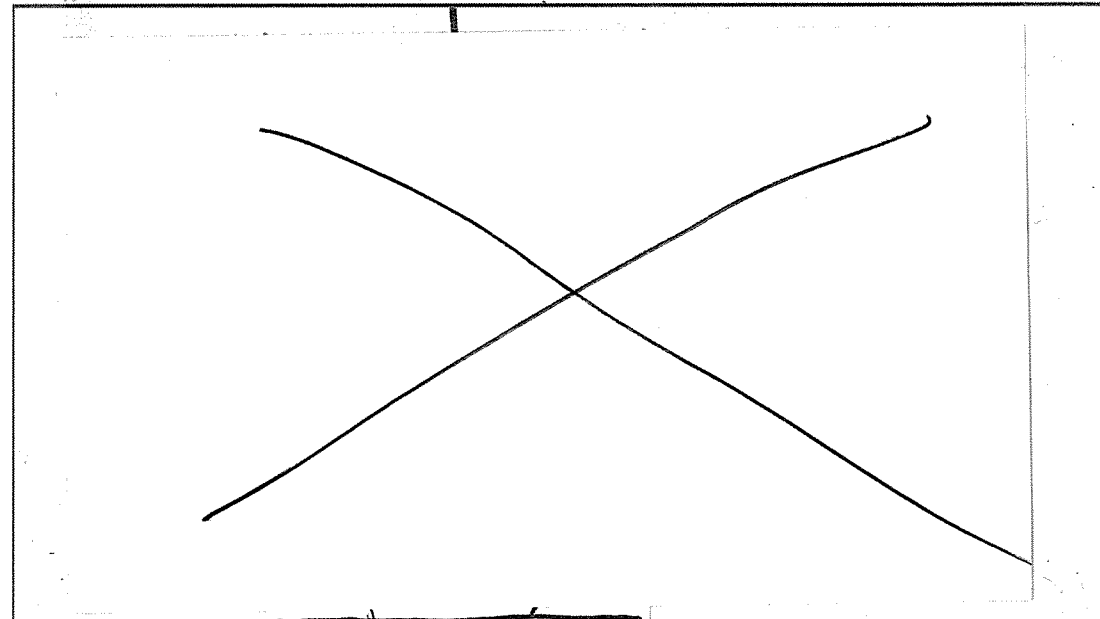


Sc. 28

Pnl. B

Bg.

day night



Dialog:

F: alright man, we'll help you hookup!

Action:

Timing:

Production :

EPISODE #

100232

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

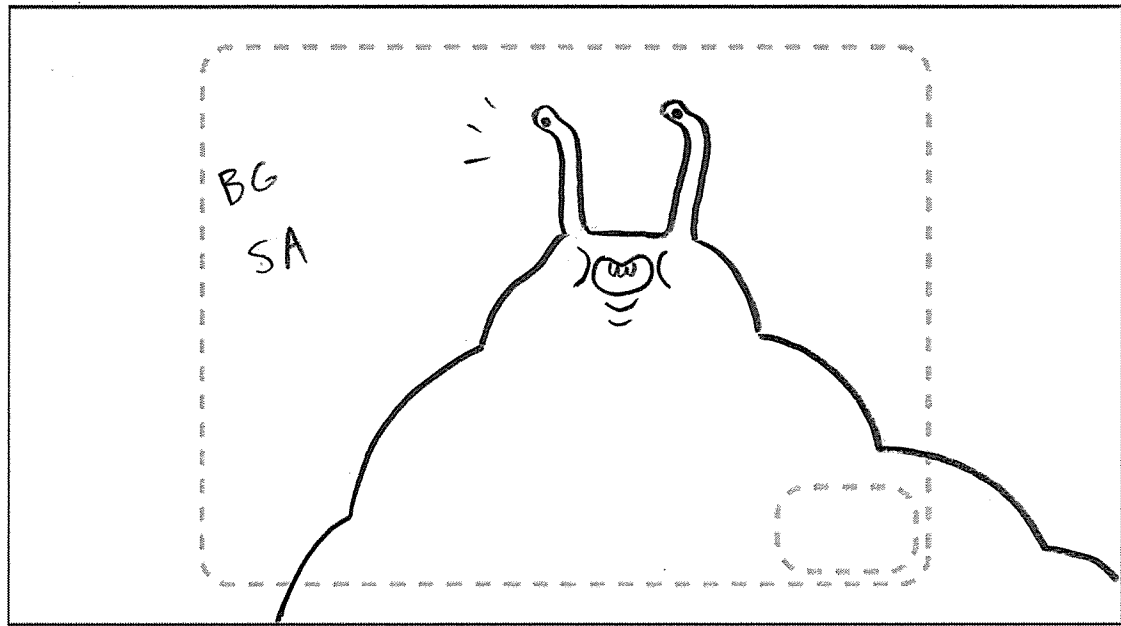


Sc. 29

Pnl. A

Bg.

day night

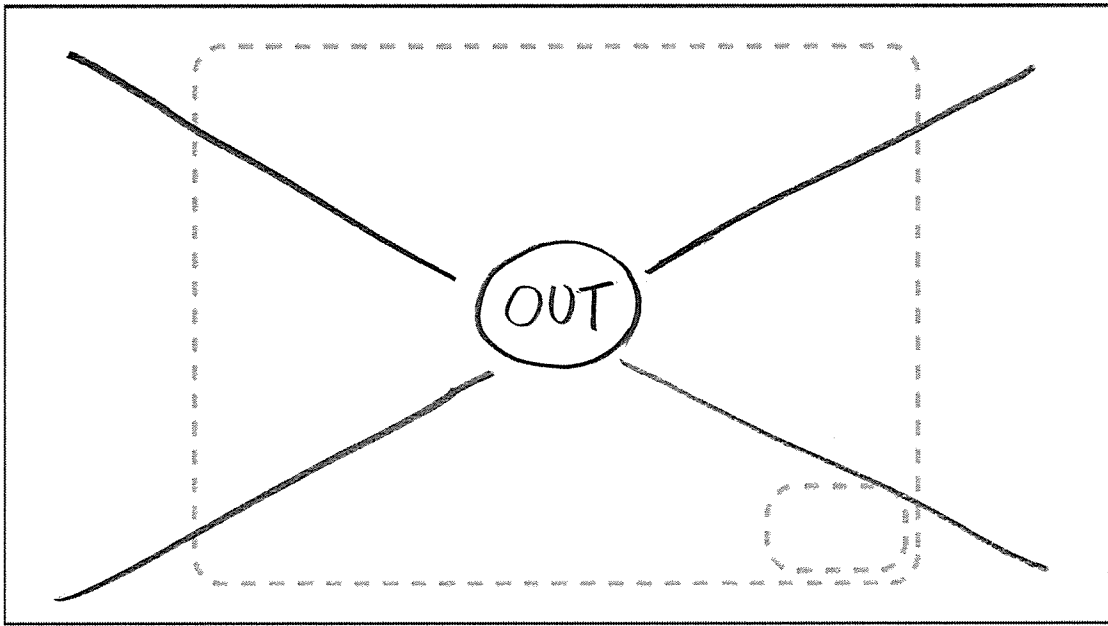


Sc.

Pnl.

Bg.

day night



Dialog:	S/ YAY!
Action:	
Timing:	

100232

EPISODE #

Production :

ADVENTURE TIME



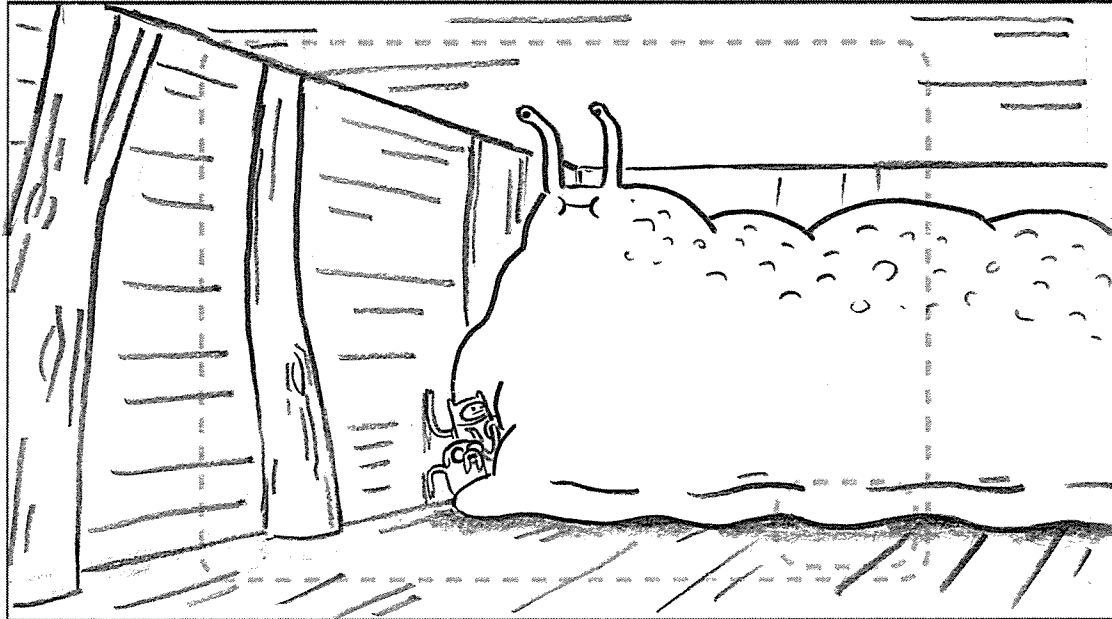
Page 35

Sc. 30

Pnl. A

Bg.

day night

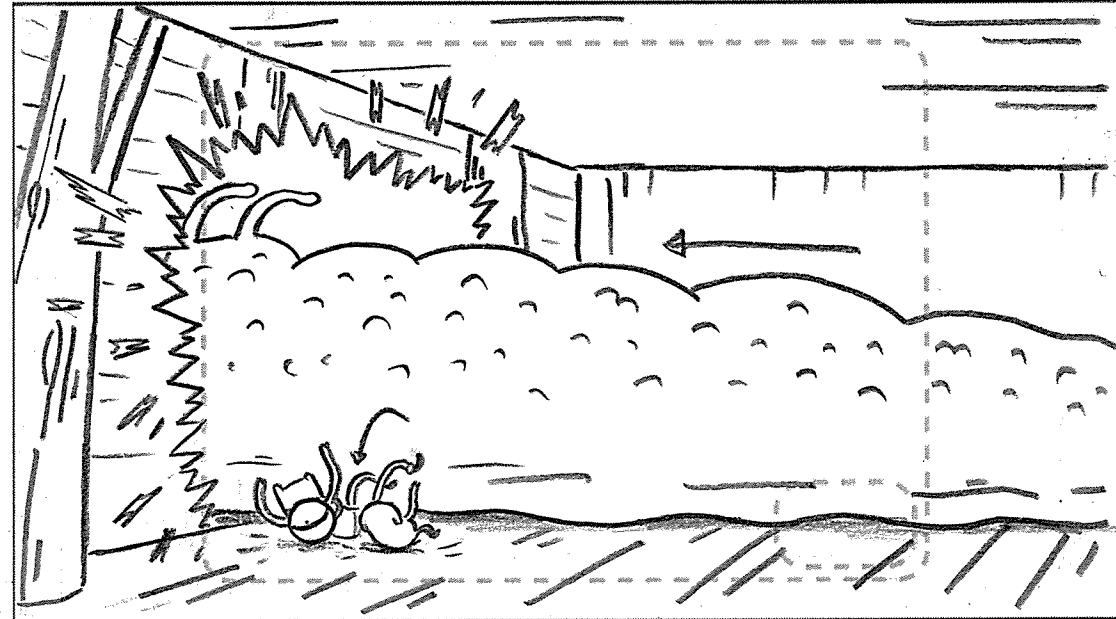


Sc. 30

Pnl. B

Bg.

day night



Dialog:

CRASH!
F/J/ OOF!

Action:

(SNORLOCK BUSTS THROUGH HOUSE.)

Timing:

100232

EPISODE #

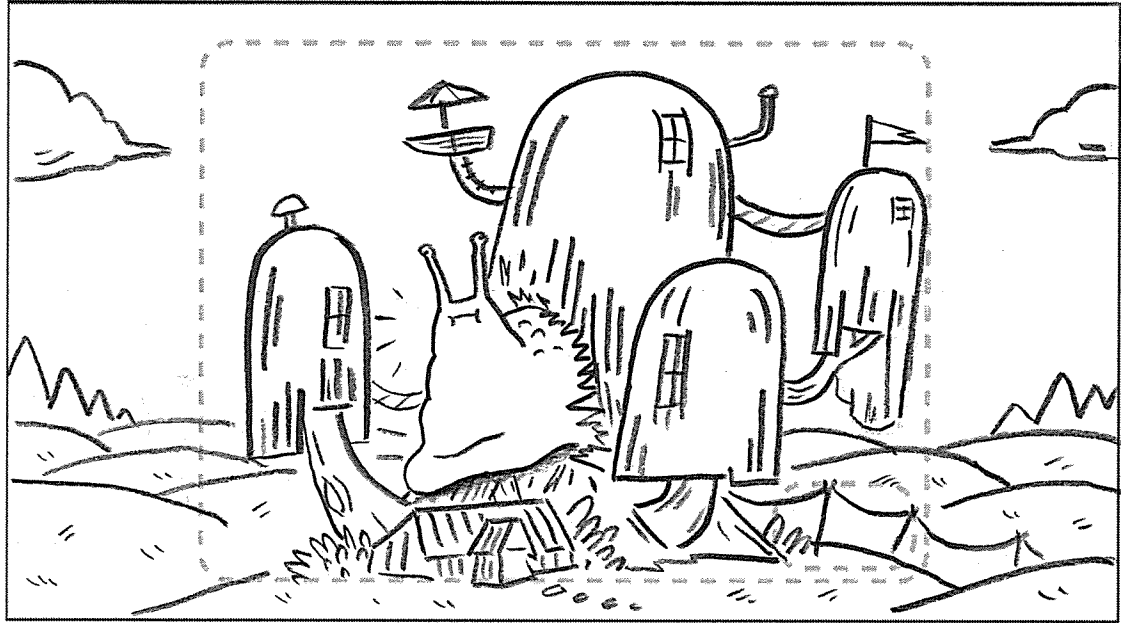
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

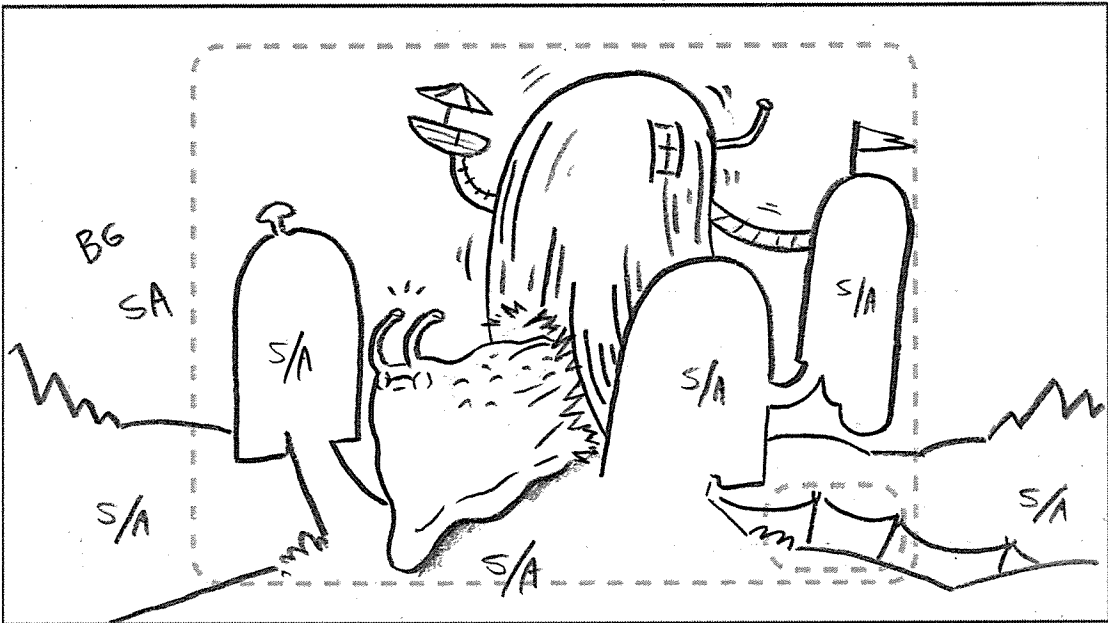
ADVENTURE TIME



Sc. 31 Pnl. A Bg. day night



Sc. 31 Pnl. B Bg. day night



Dialog:	S/ = STRUGGLE:
Action:	(TUGS AT TREEHOUSE)
Timing:	

100232
EPISODE #
Production :

ADVENTURE TIME



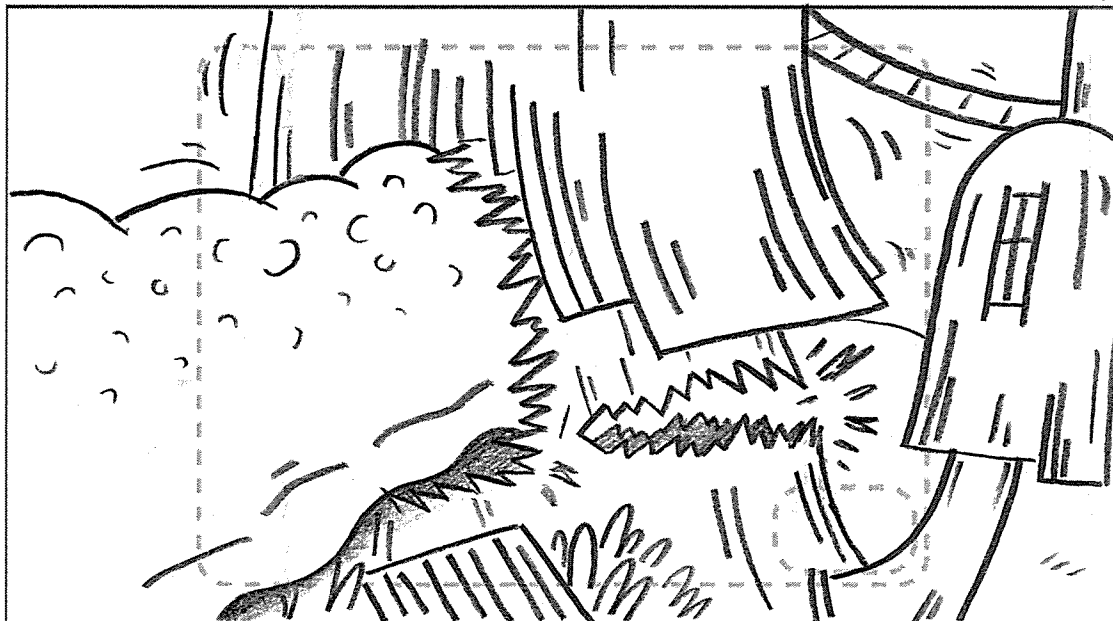
Page 37

Sc. 32

Pnl. A

Bg.

day night

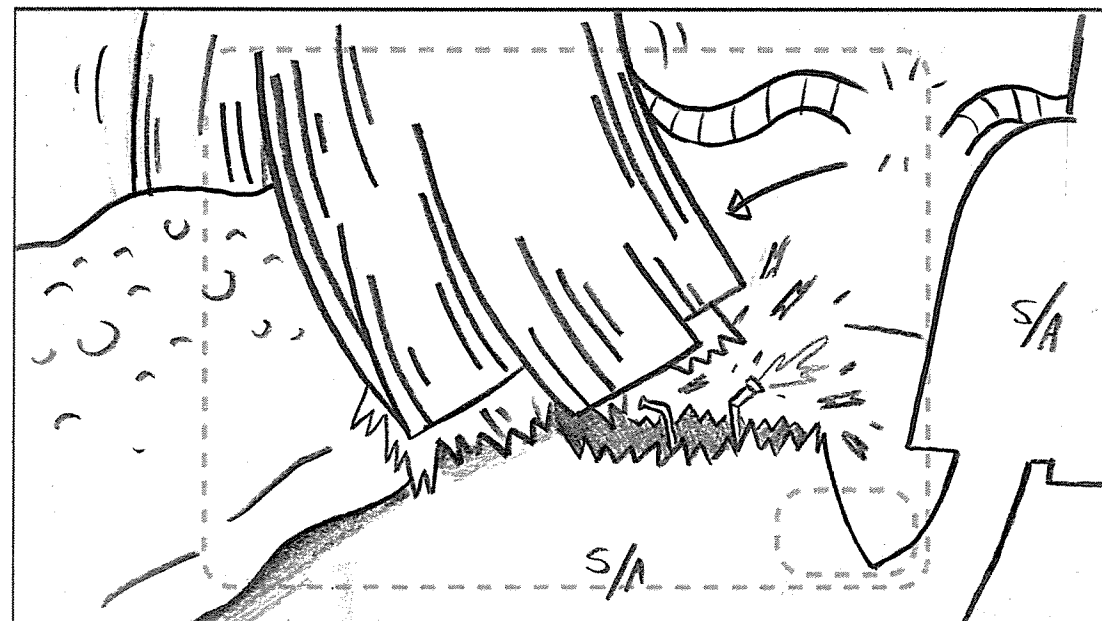


Sc. 32

Pnl. B

Bg.

day night



Dialog:

TEEAAARR!!

Action:

(RIPS OFF CHUNK OF HOUSE.)

Timing:

Production :

EPISODE #

100232

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:	F/J/ AAAHHH!!
Action:	
Timing:	

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 39

Sc.

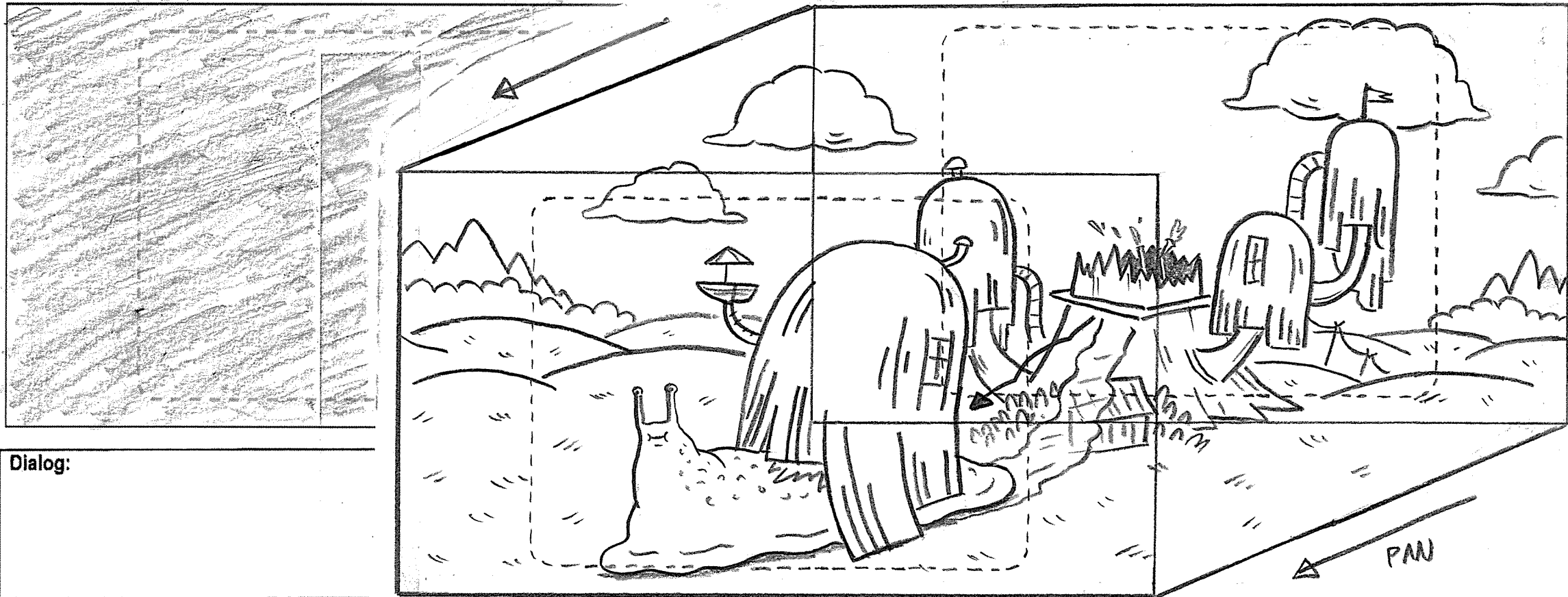
Pnl.

Bg.

Sc. 34

Pnl. A

Bg.



Dialog:

Action:

Timing:

(SNORLOCK GOES OFF WITH TREEHOUSE
ON HIS BACK LIKE A SHELL.)

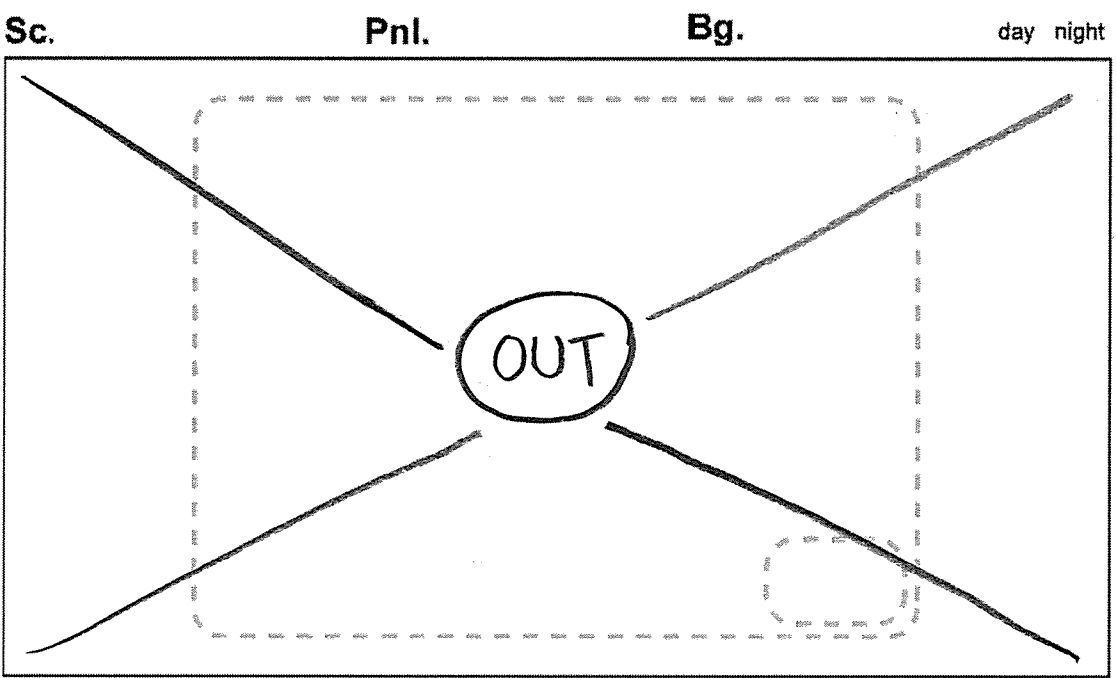
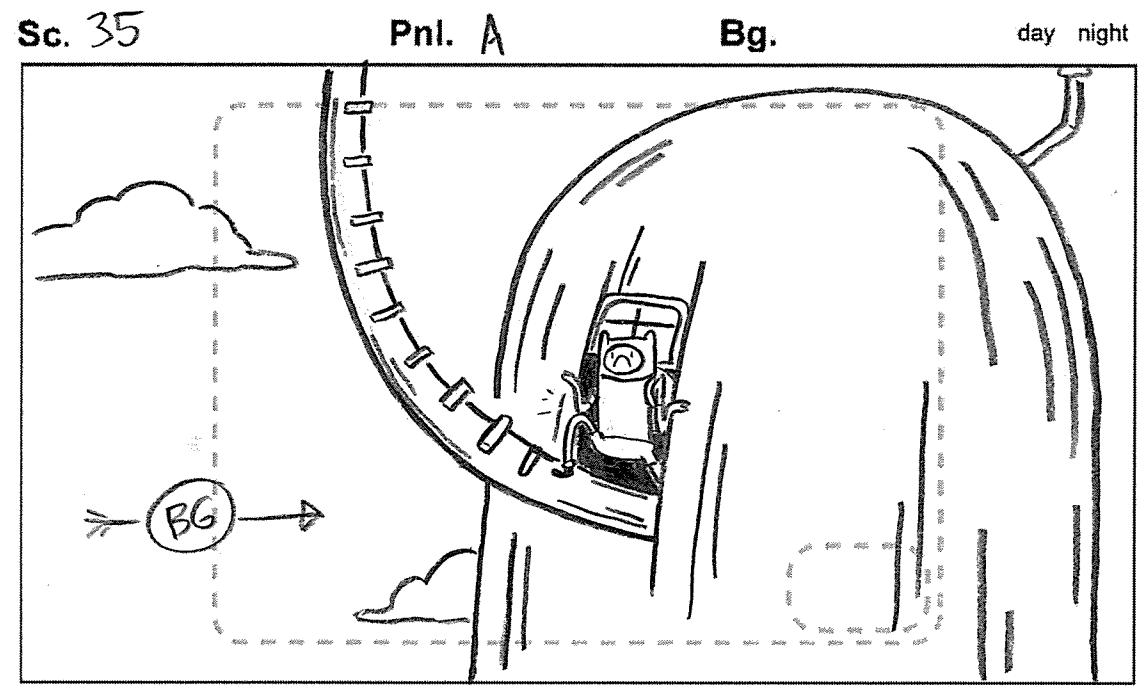
EPISODE #

100232

Production :

© 2000 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100232 Production :

ADVENTURE TIME

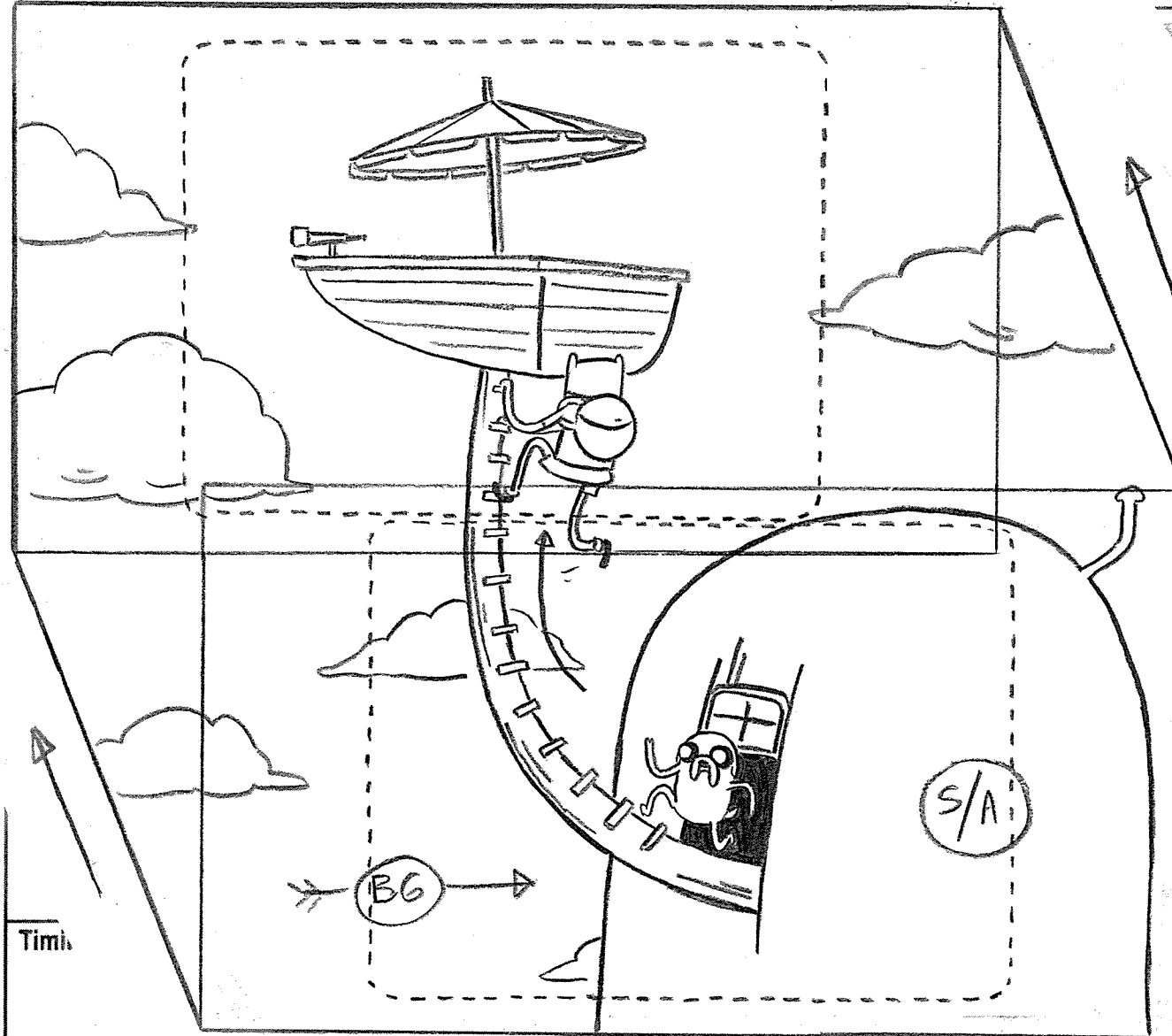


Page 41
day night

Sc. 35

Pnl. B

Bg.



Pnl.

Bg.



(FINN AND JAKE CLIMB UP TO
THE CROW'S NEST.)

100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

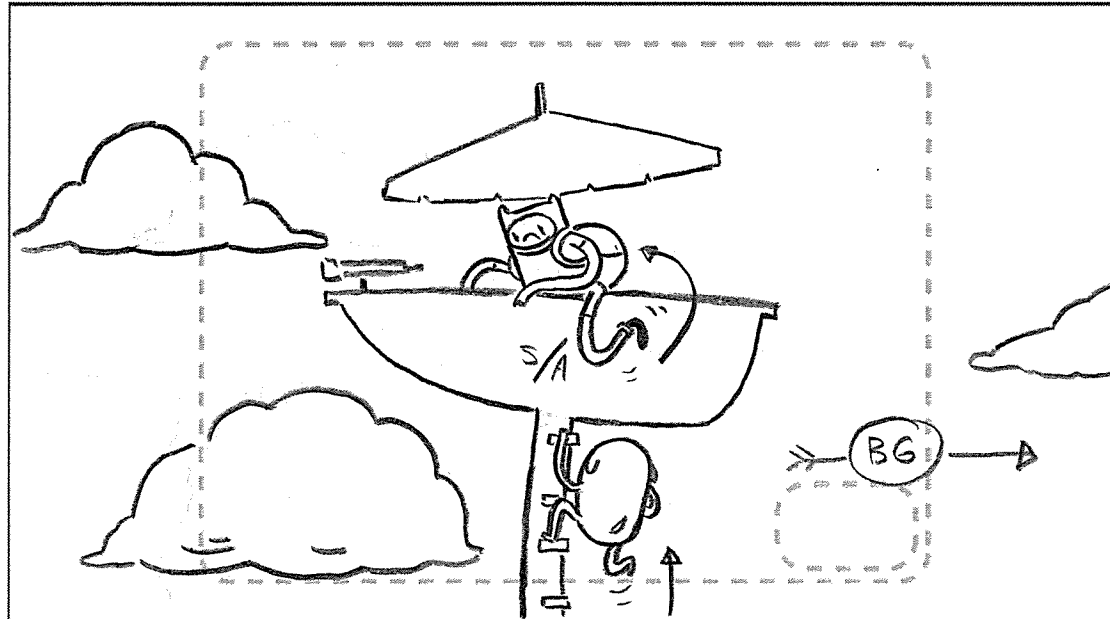


Sc. 35

Pnl. C

Bg.

day night

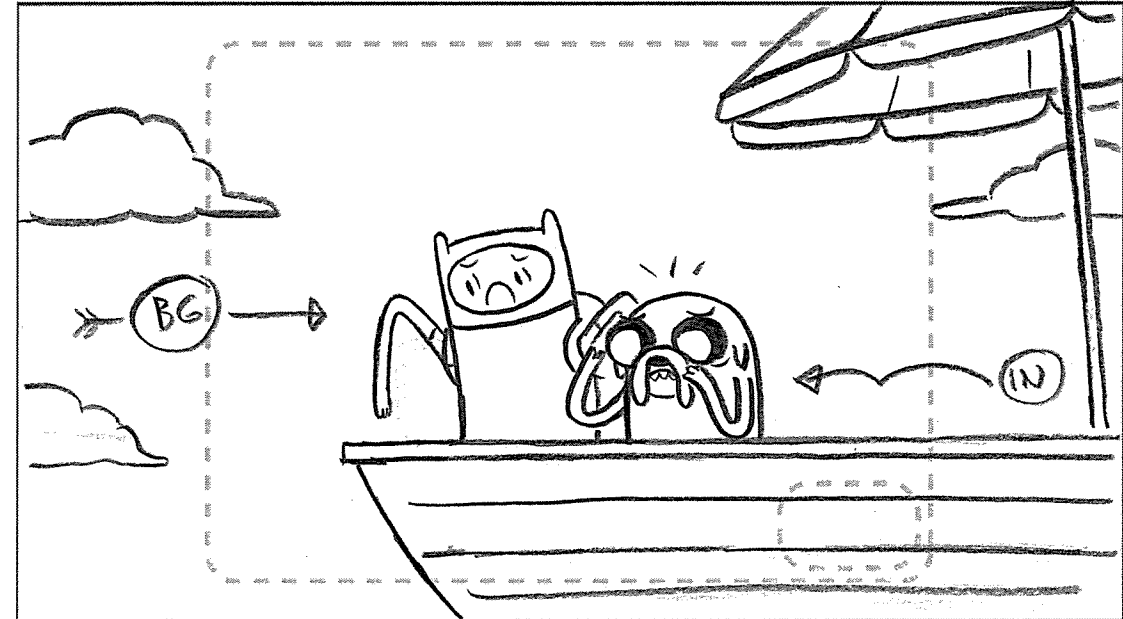


Sc. 36

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

J/ SNORLOCK DON'T TAKE OUR
HOUSE MAN!

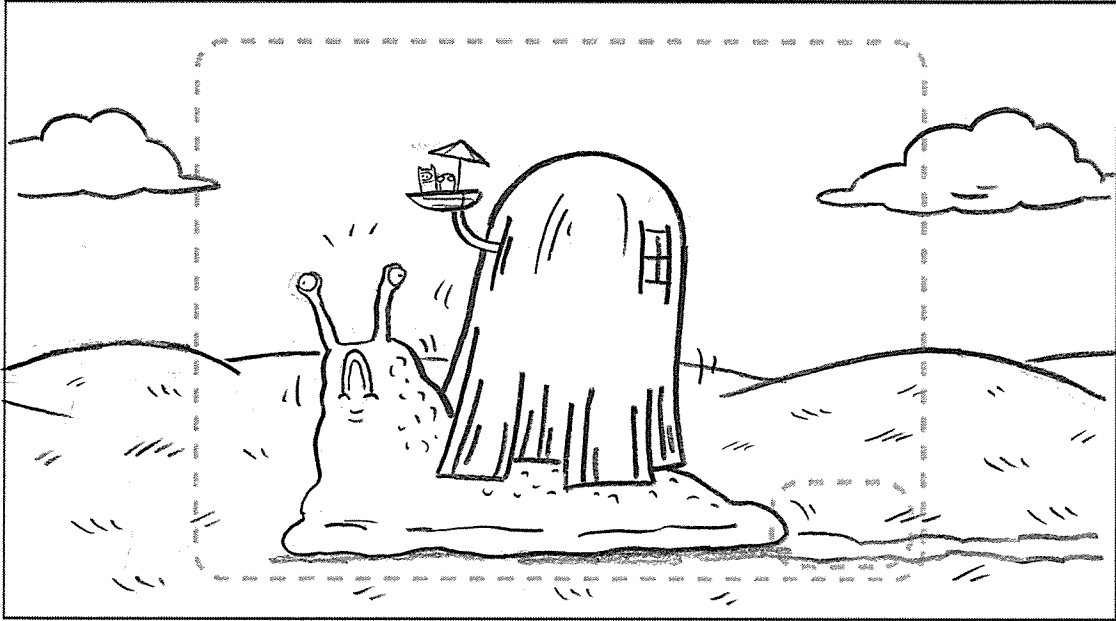
EPISODE # 100232

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

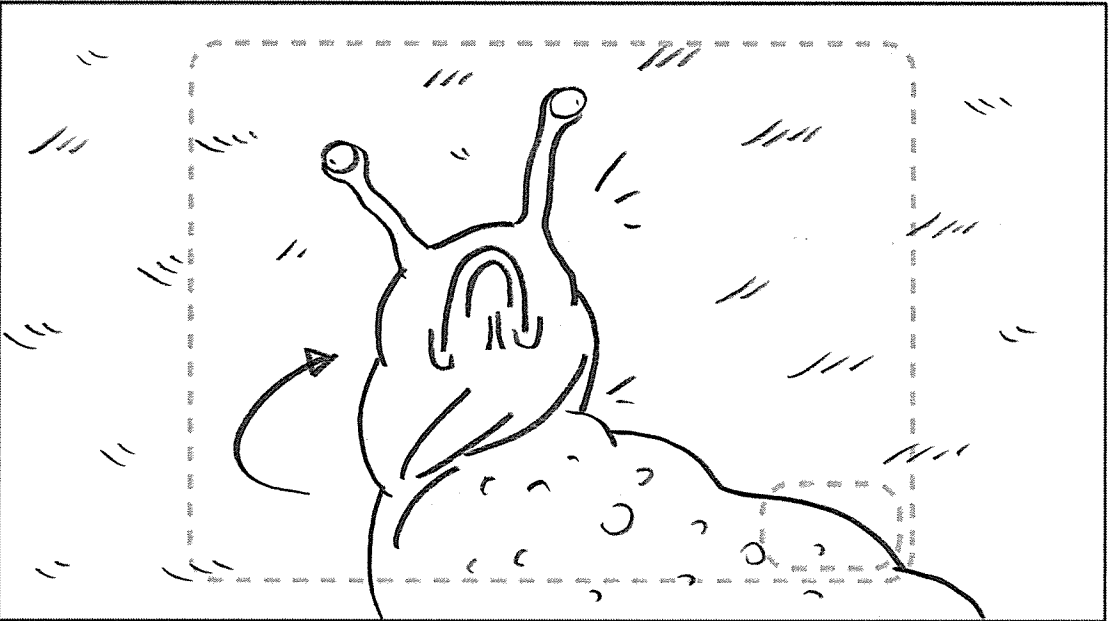
ADVENTURE TIME



Sc. 31 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:	SFX = CRACK! =
Action:	(SNORLOCK STOPS.) (S TURNS HEAD BACK.)
Timing:	

100232
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



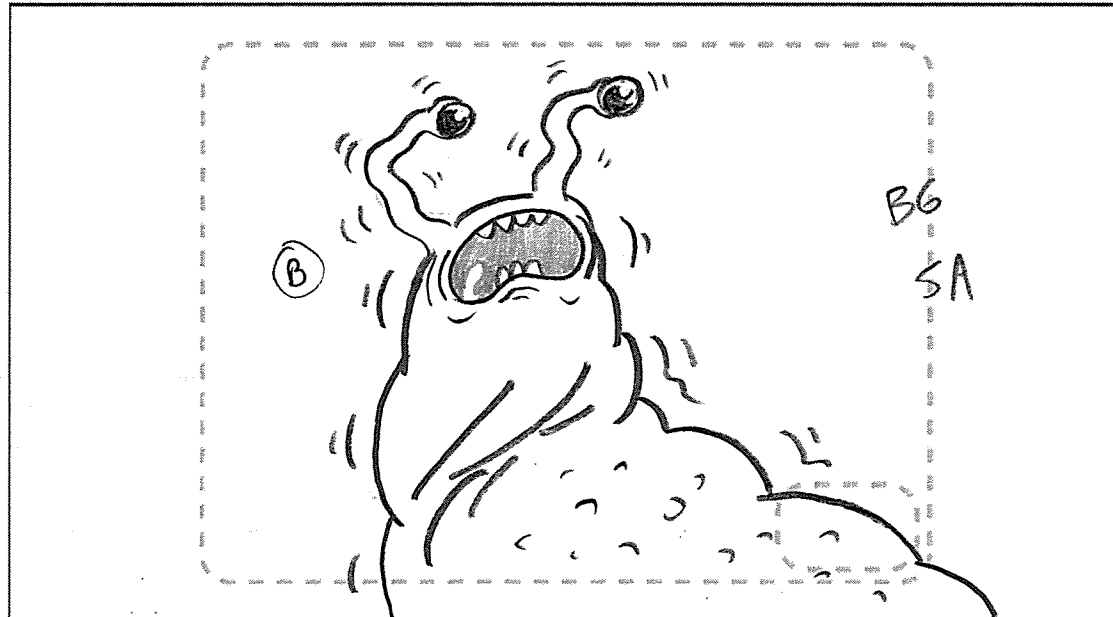
Page 44

Sc. 38

Pnl. B

Bg.

day night

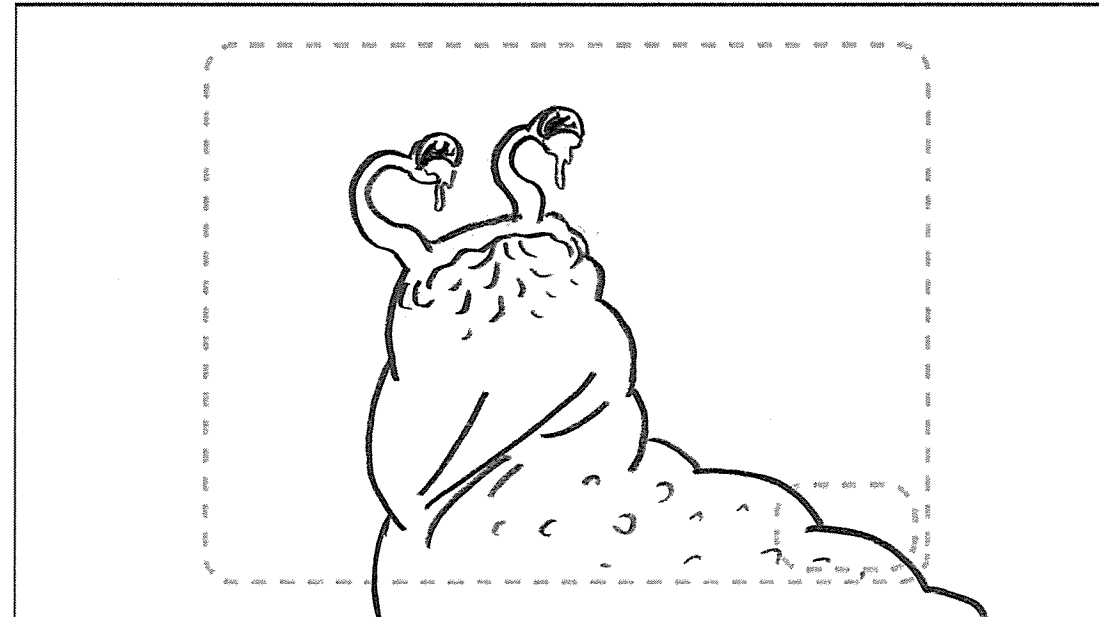


Sc. 38

Pnl. C

Bg.

day night



Dialog:

S/ Yu.. You GUYS.. want to
leave me.. just like girls?

Action:

Timing:

S/ = WHIMPER =

(LOOKS AT THEM WITH PUPPY DOG
EYES.)

100232

EPISODE #

Production :

ADVENTURE TIME

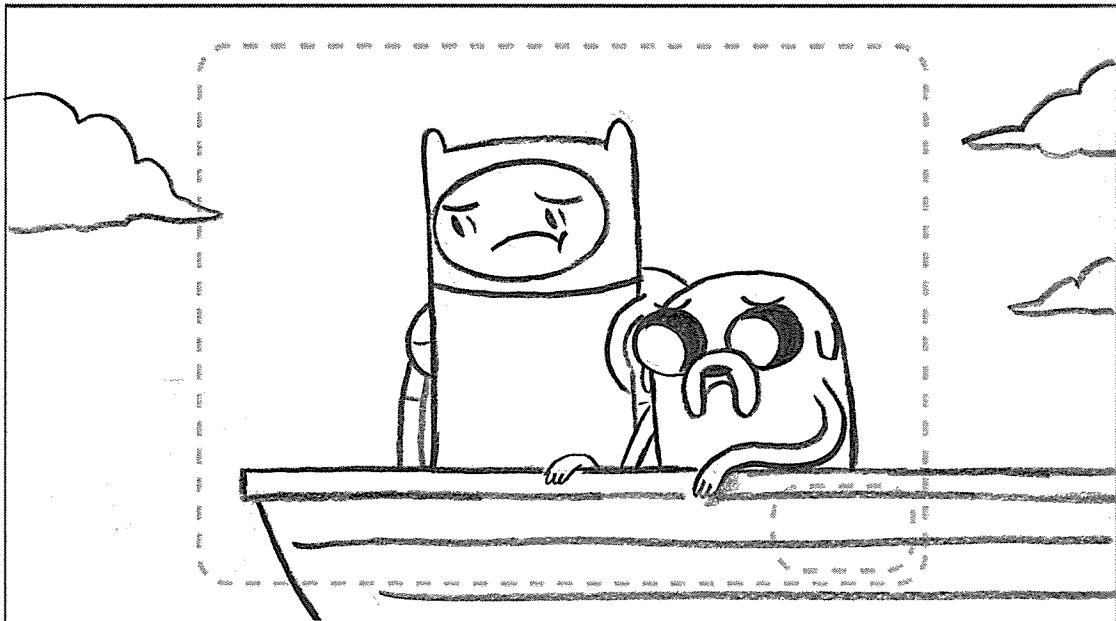


Sc. 39

Pnl. A

Bg.

day night

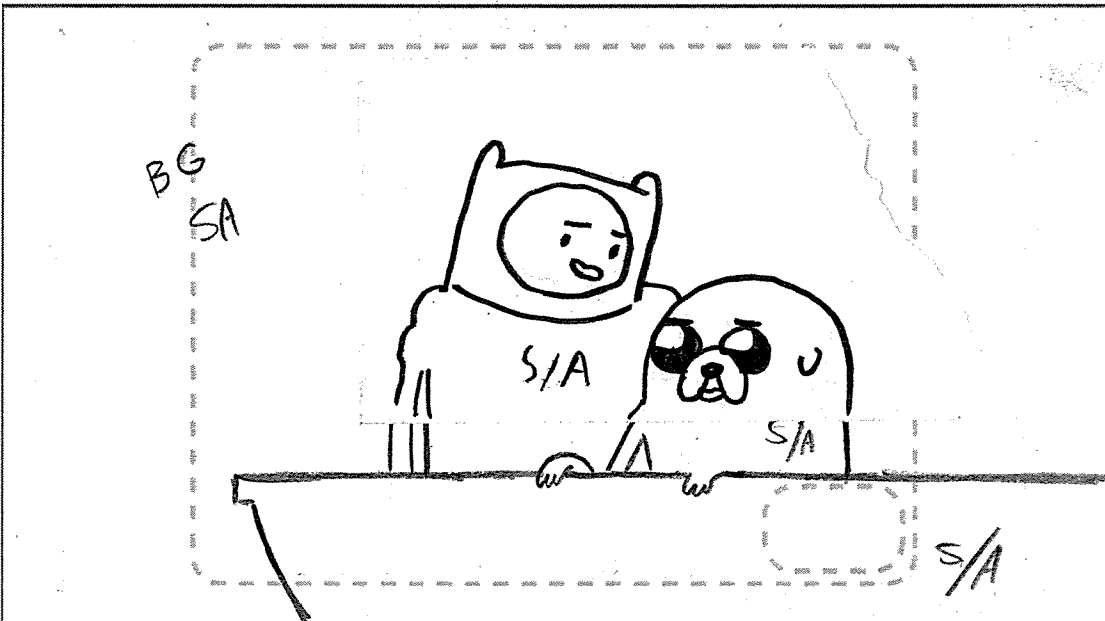


Sc. 39

Pnl. B

Bg.

day night



Dialog:	
Action:	(THEY SHARE A LOOK OF SYMPATHY AT SNORLOCK.)
Timing:	

F/J/ = SIGH =

EPISODE # 100232
Production :

ADVENTURE TIME

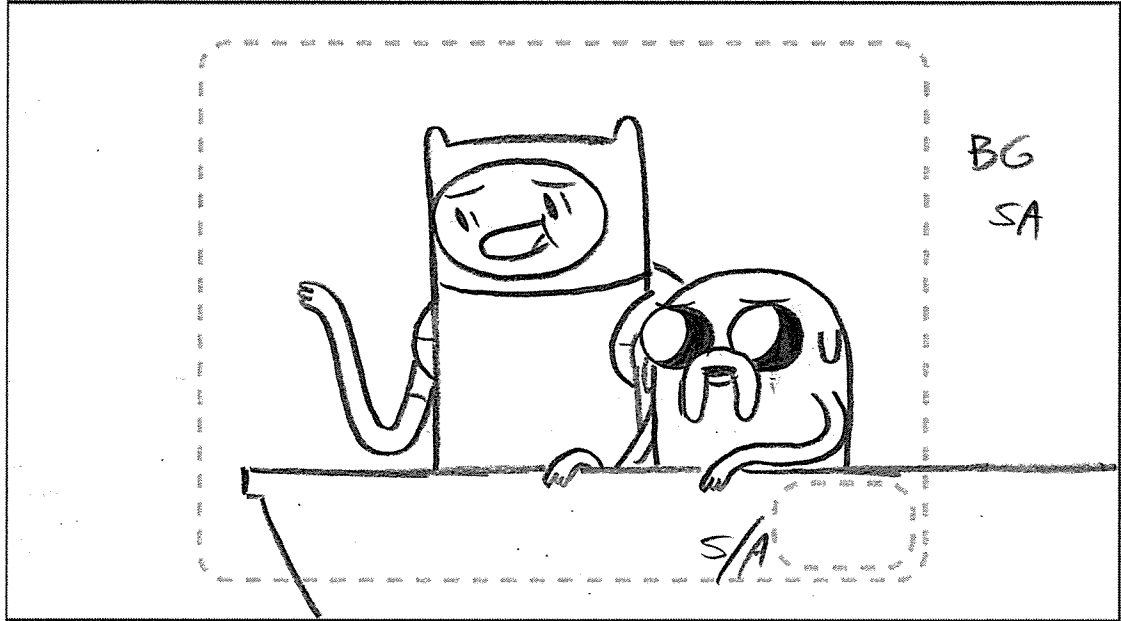


Sc. 39

Pnl. C

Bg.

day night

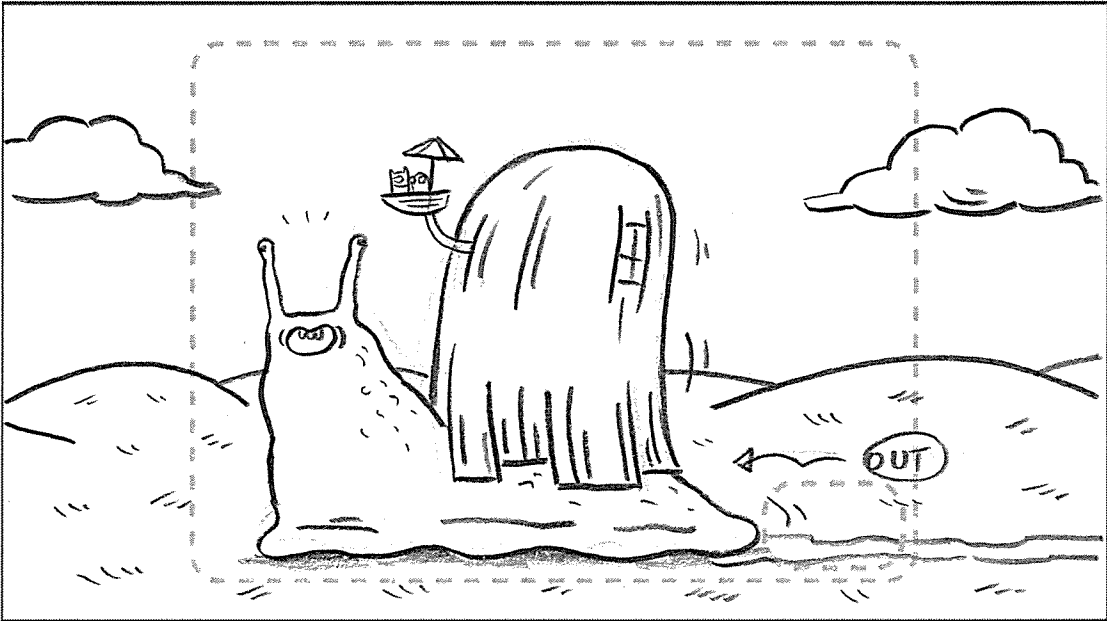


Sc. 40

Pnl. A

Bg.

day night



Dialog:

F/ no one's gonna leave you yah
big crazy .

Action:

Timing:

S/ HA HA HA HA!!

ALT: YAY!

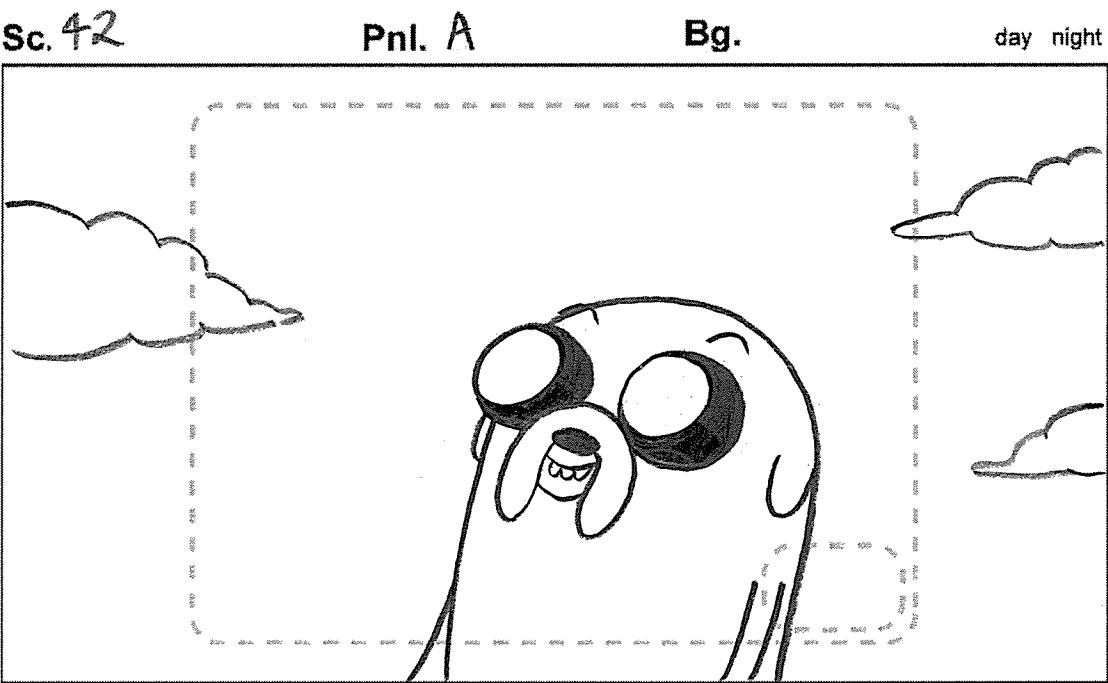
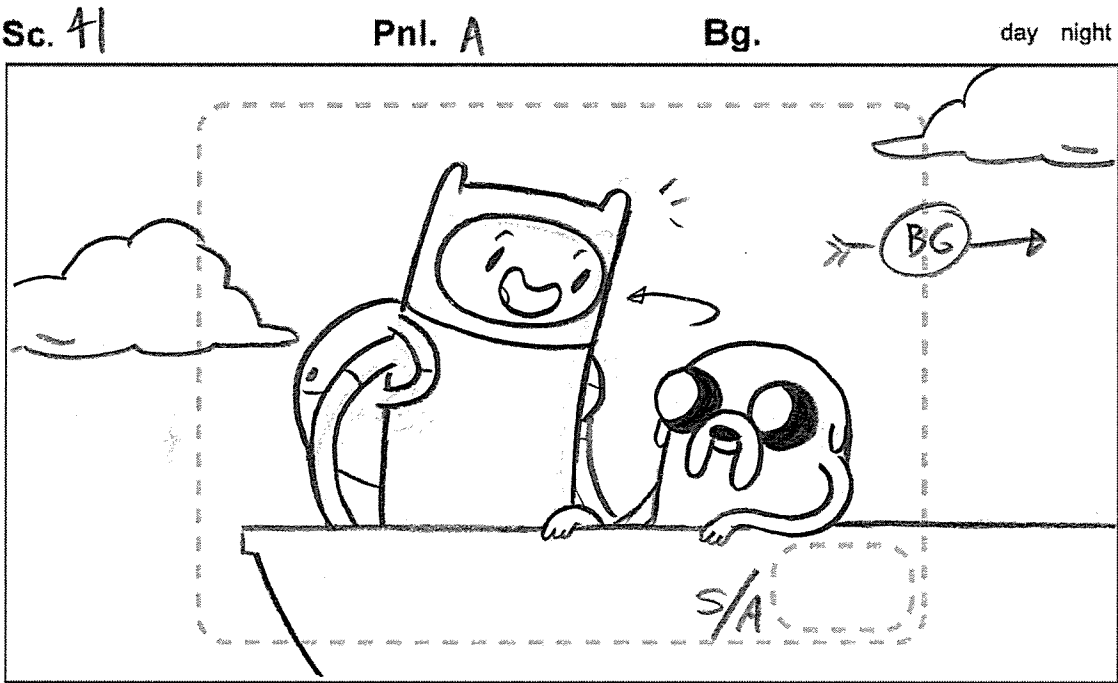
(SNORLOCK LEAVES.)

100232
EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	F/ JAKE, WHAT TIME IS IT??	J/ I DUNNO...
Action:		
Timing:		

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



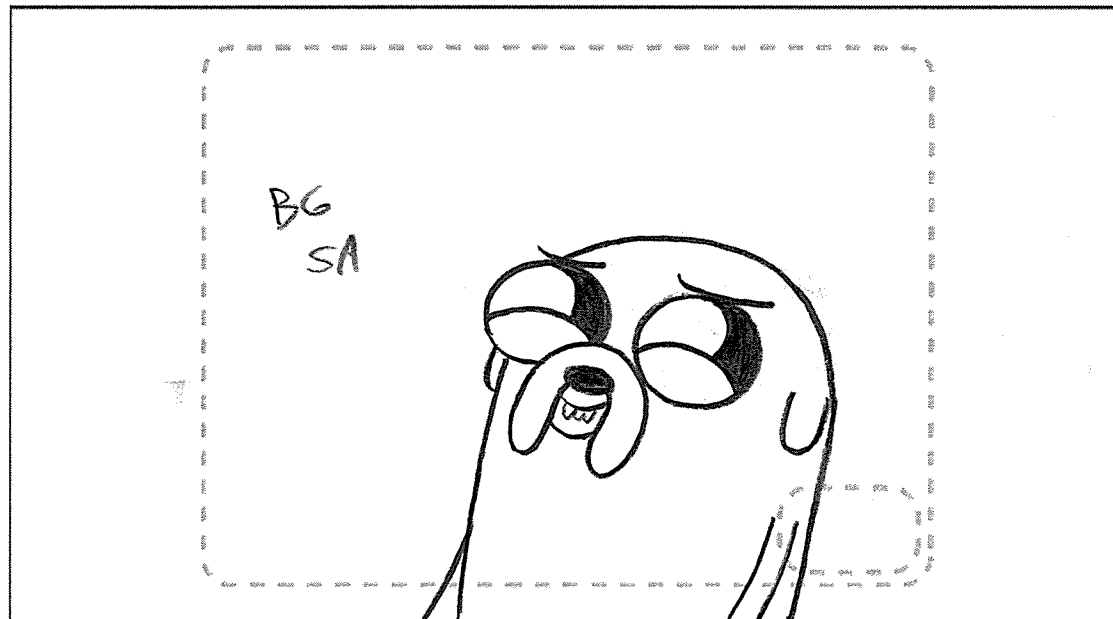
Page 48

Sc. 42

Pnl. B

Bg.

day night

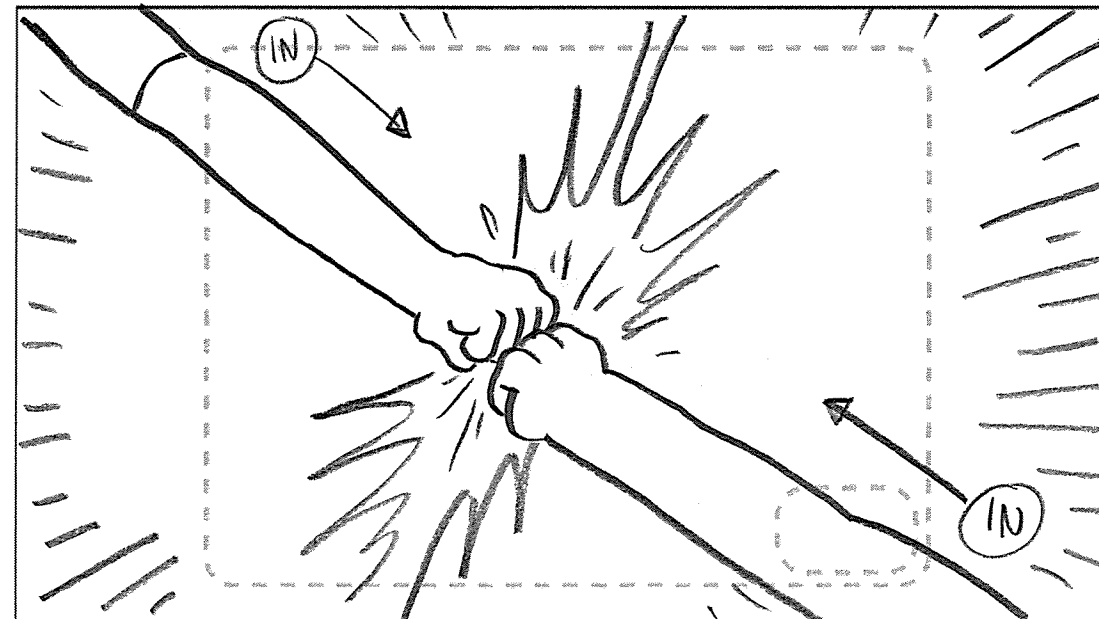


Sc. 43

Pnl. A

Bg.

day night



Dialog:

J/ BUT YOU'RE PROBABLY GONNA
SAY...

F/ LADY TIME!!

Action:

Timing:

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 44

Pnl. A

Bg.

day night

Sc. 44

Pnl. B

Bg.

day night

Dialog:	: CHING! :
Action:	
Timing:	

100232

EPISODE #

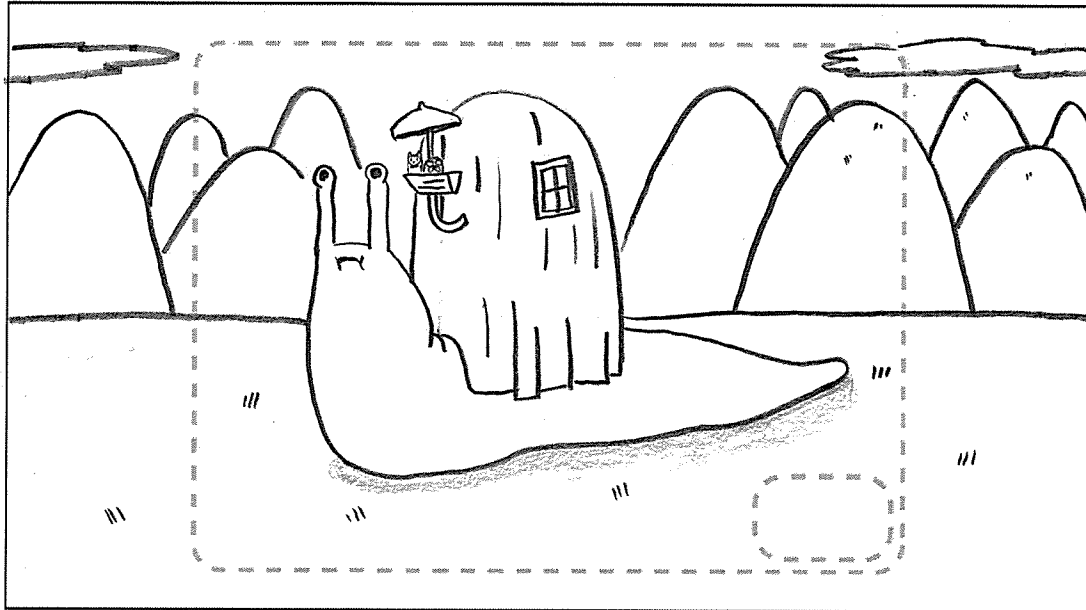
Production :

ADVENTURE TIME

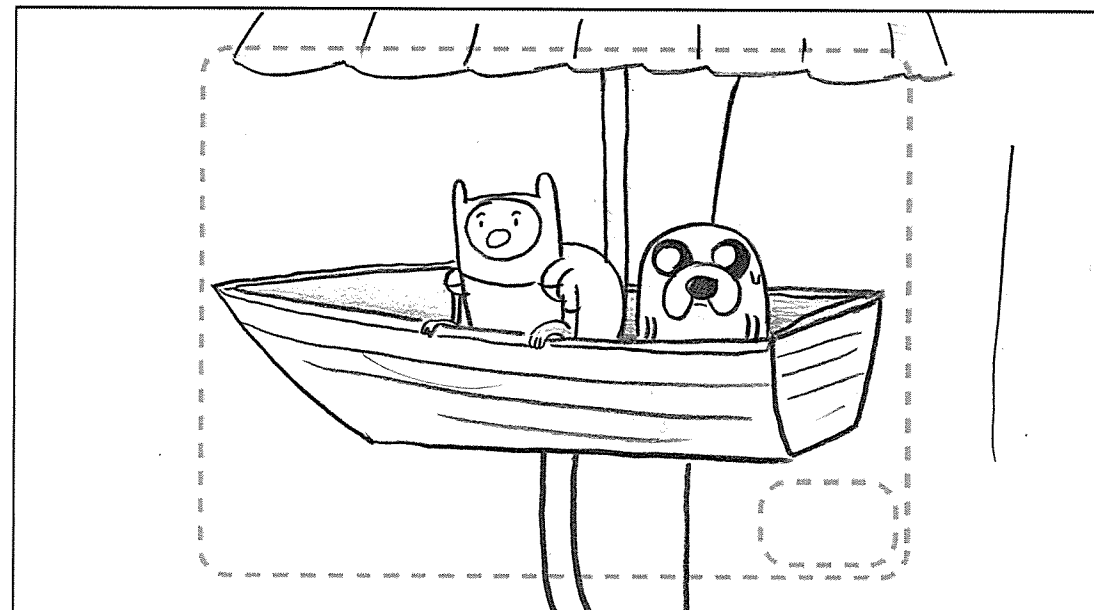


Page 50

Sc. 45 Pnl. A Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog:

F- OK SNORLOCK

Action:

Timing:

100232

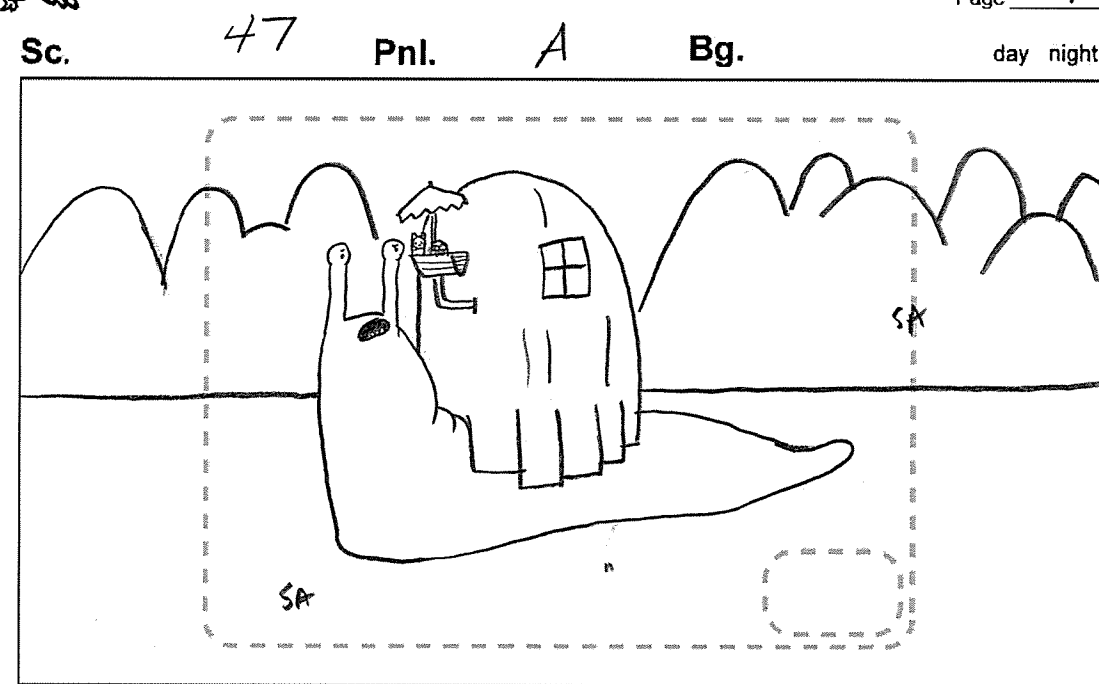
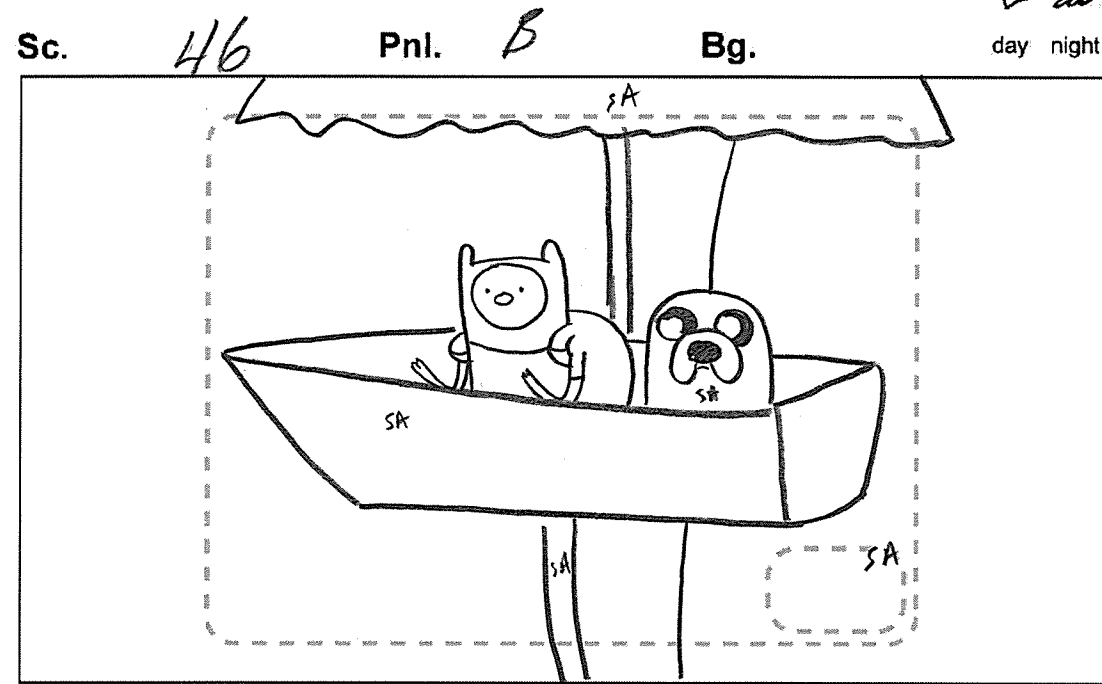
EPISODE #

Production :

ADVENTURE TIME



Page 51



Dialog:

F- If you want a lady, you
HAVE TO BE YOURSELF.

Action:

Timing:

S: HOW DO I BE MYSELF?

100232

EPISODE #

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 48 Pnl. A Bg. day night

Sc. 48 Pnl. B Bg. day night

Dialog:

F- UH...

Action:

Timing:

F- How DOES HE BE HIMSELF, OAKE?

EPISODE # 100232

ADVENTURE TIME



Page 52A

Sc.

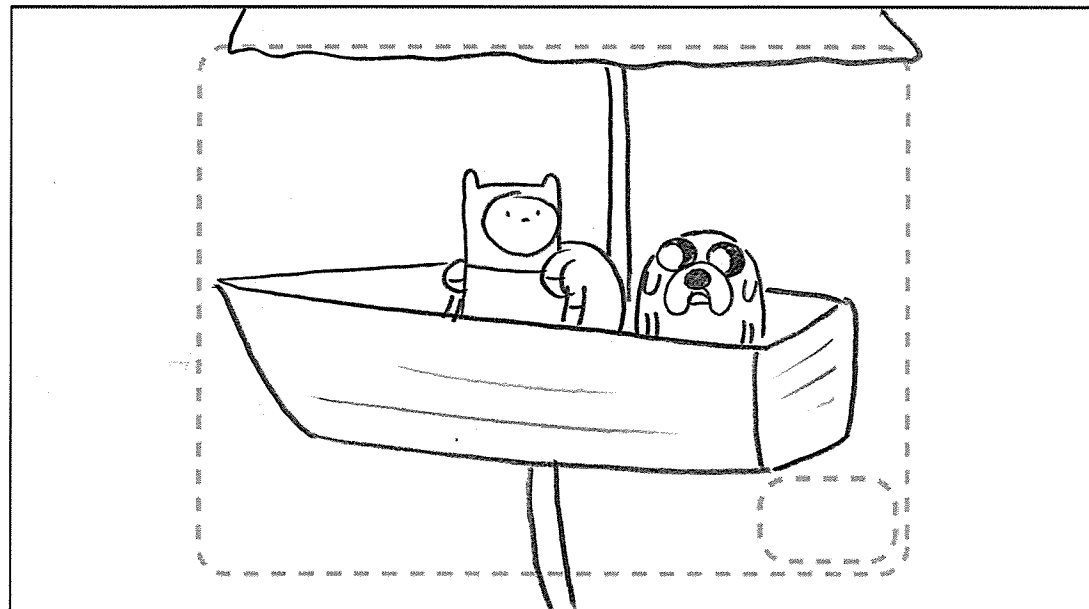
48

Pnl.

C

Bg.

day night



Sc.

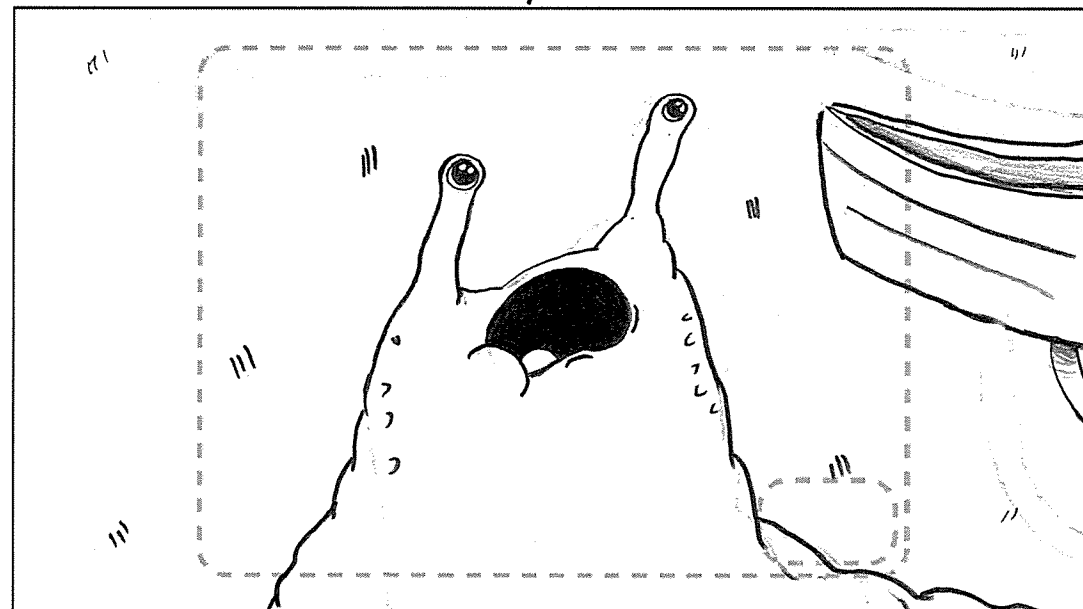
49

Pnl.

A

Bg.

day night



Dialog:

J: JUST DO WHATEVER YOU WANT MAN,
AS LONG AS IT COMES FROM
THE INSIDE.

S- LIKE SAD JUICE?

Action:

Timing:

100232

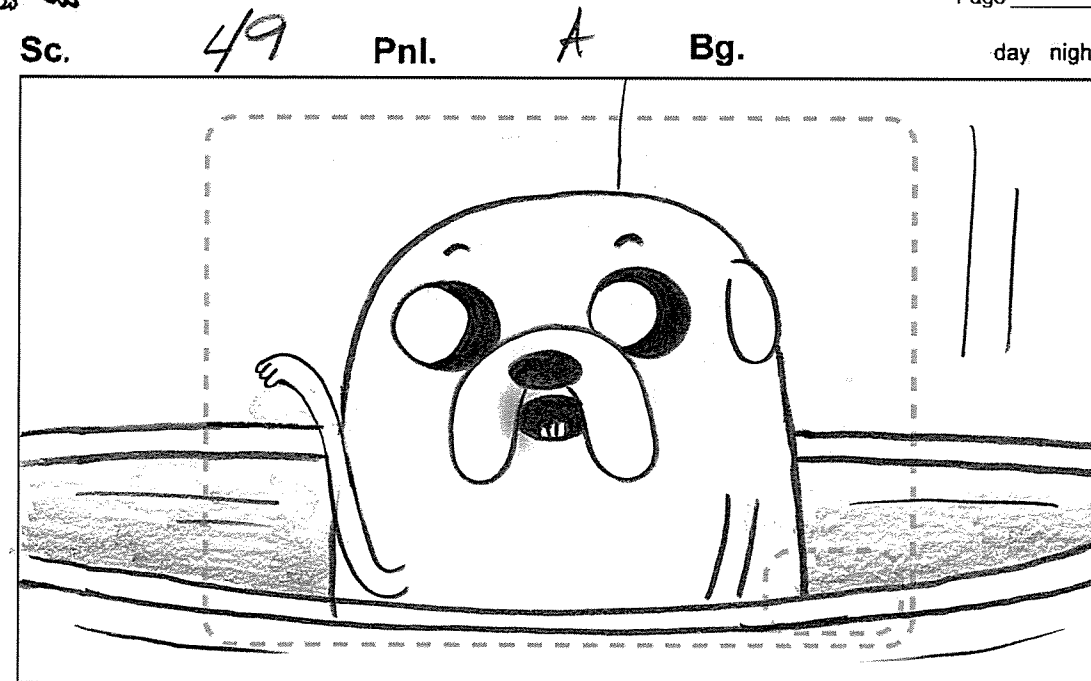
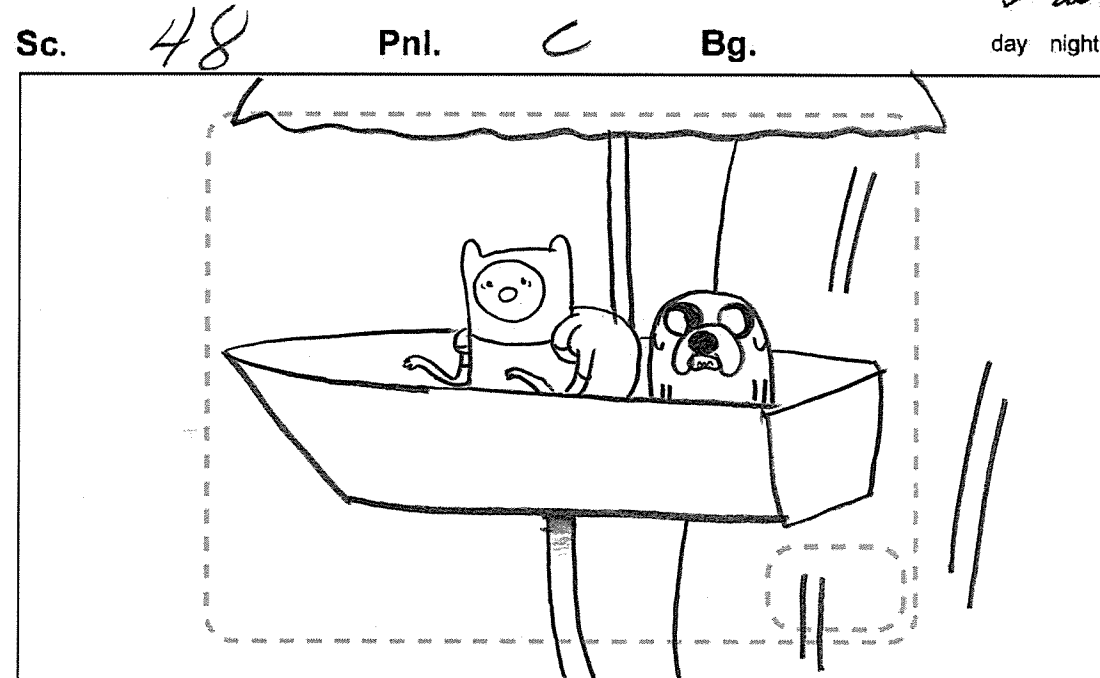
EPISODE #

Production :

ADVENTURE TIME



Page 53



Dialog:

BOTH - NO!

J- YOU KEEP THAT SLIMY
WEIRD STUFF INSIDE YOU, BROTHA.

Action:

Timing:

100232

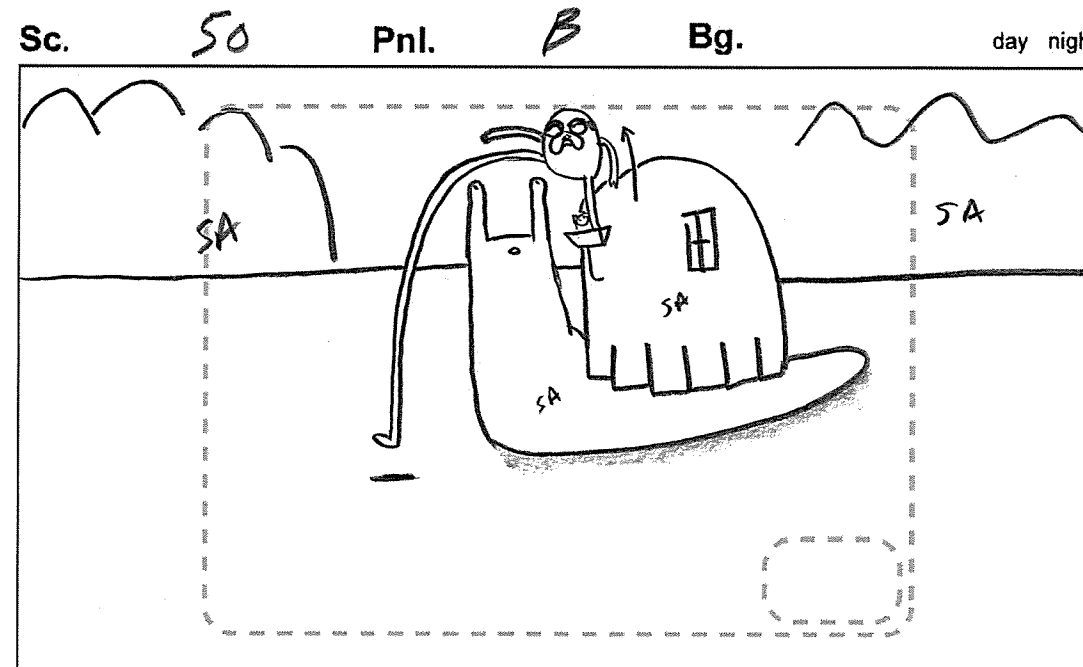
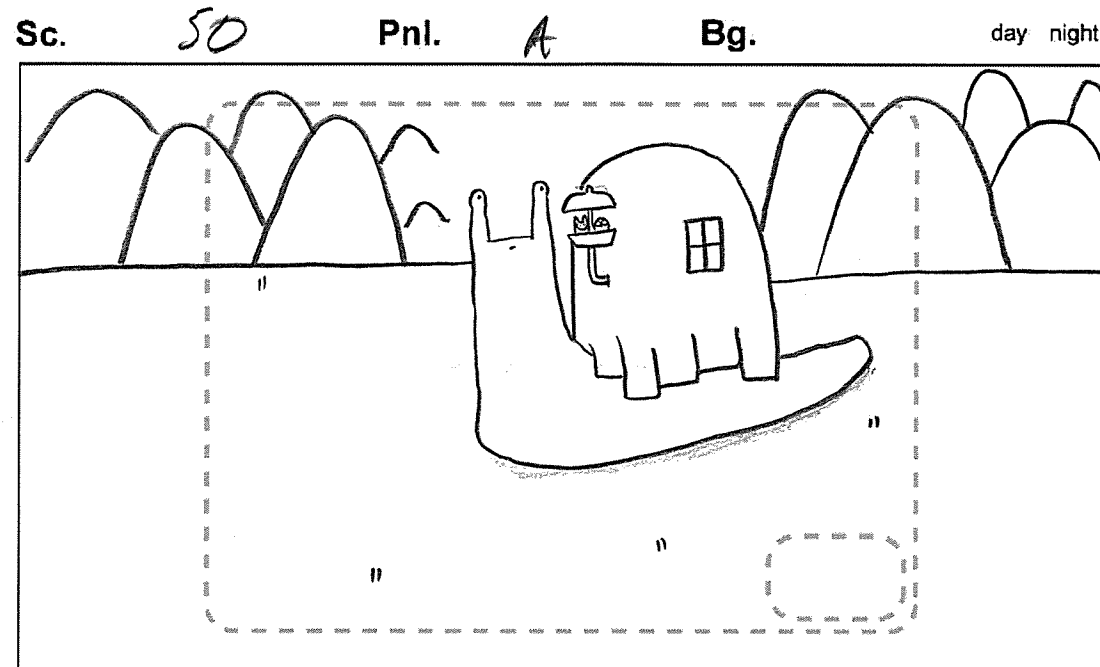
EPISODE #

Production :

ADVENTURE TIME



Page 54



Dialog:

Action:

JAKE GROWS BIG,
AND STEPS OVER SNORLOCK.

Timing:

100232

EPISODE #

Production :

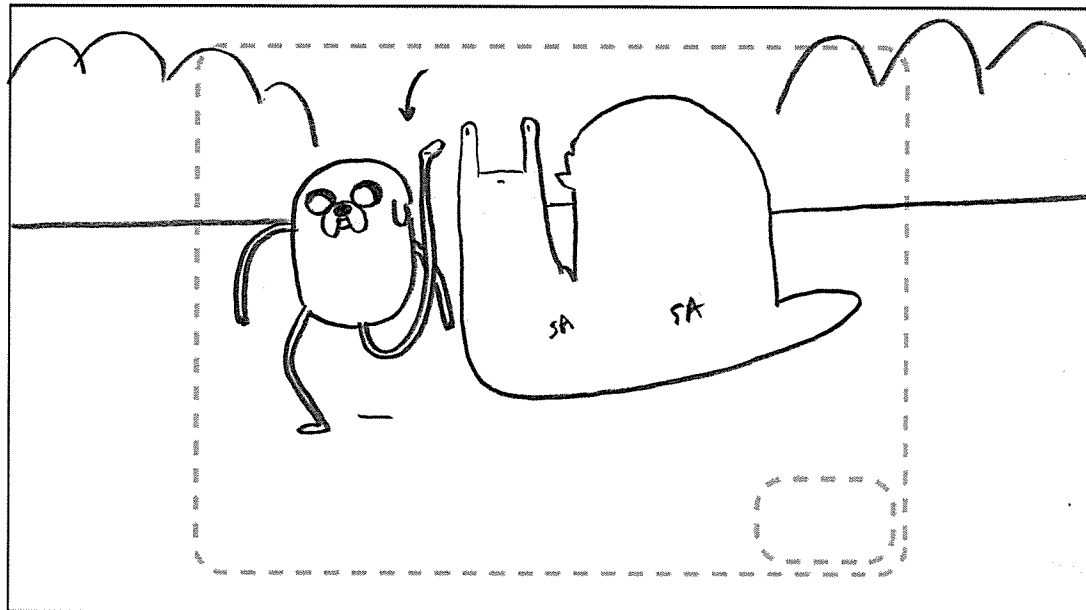
ADVENTURE TIME



(NEXT pg 58)

Page 55

Sc. 50 Pnl. C Bg. day night



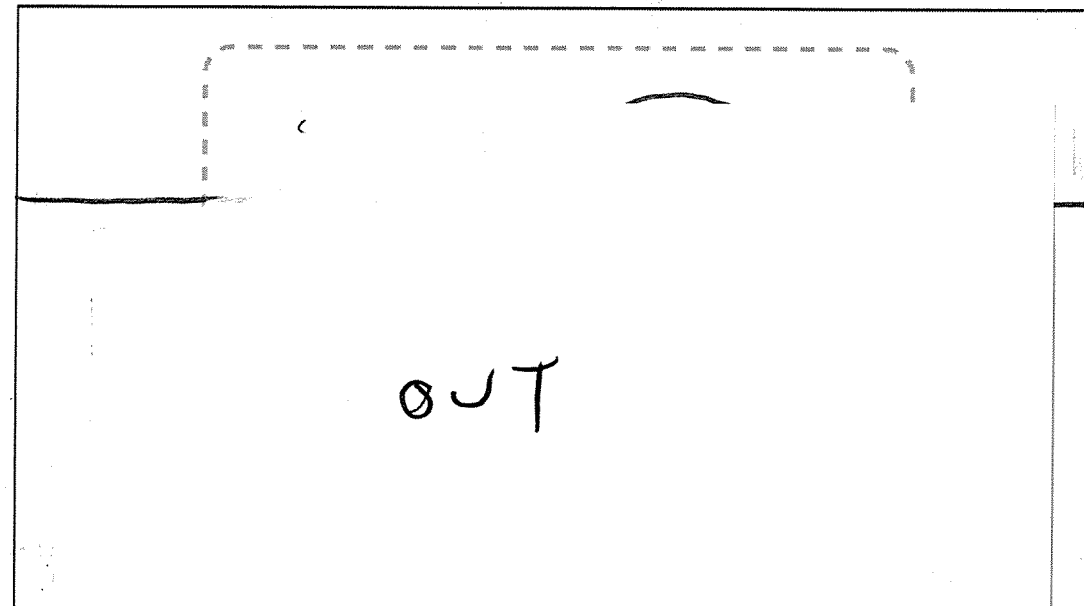
Dialog:

J- Now..

Action:

Timing:

Sc. 50 Pnl. D Bg. day night



Production :

EPISODE #

100232

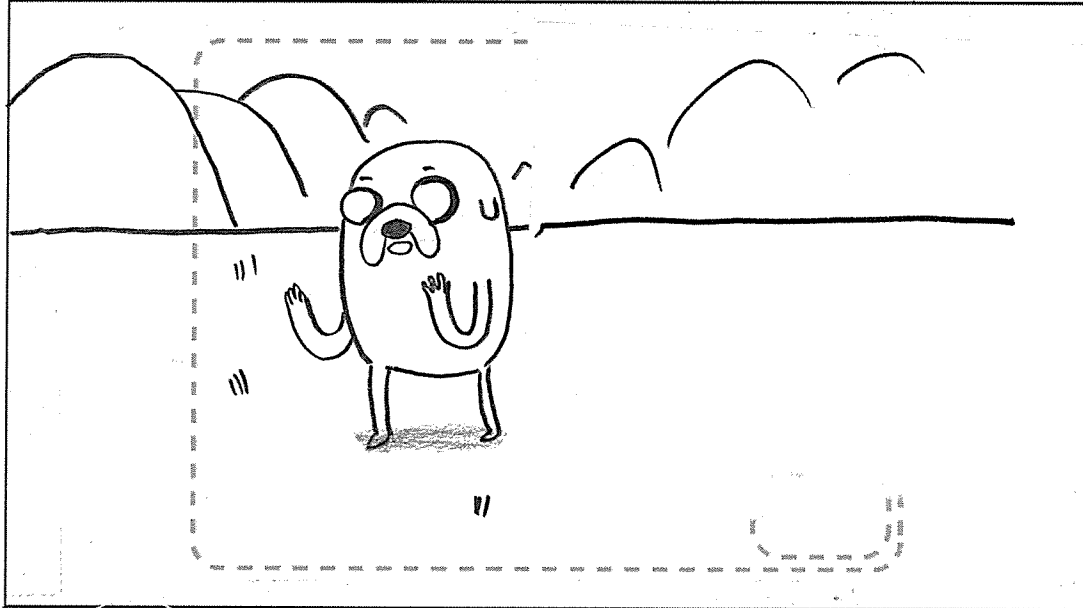
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

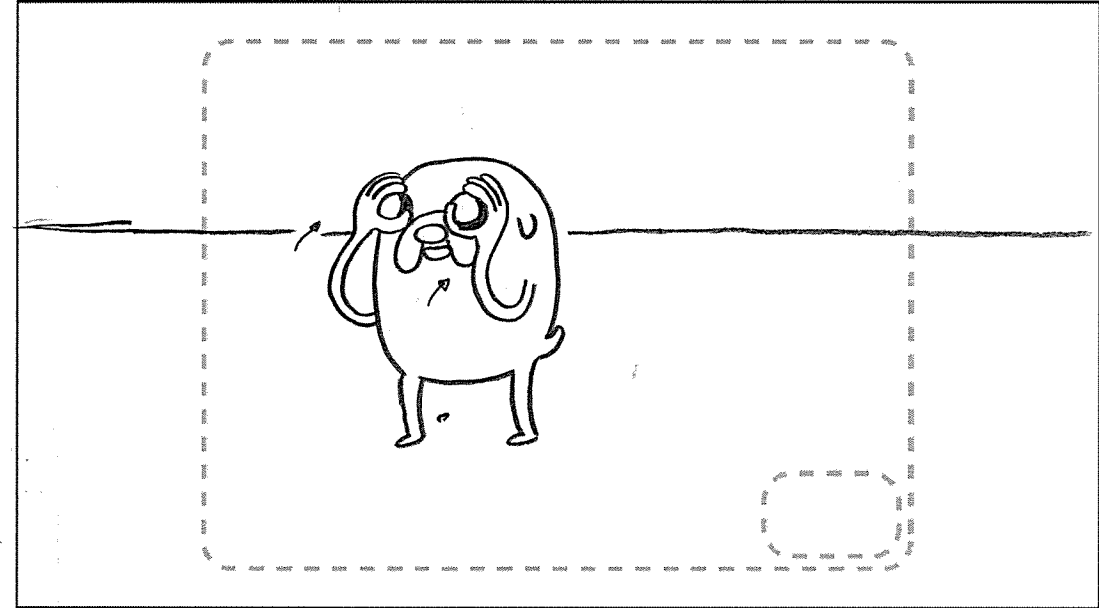


Page 58

Sc. 52 Pnl. A Bg. day night



Sc. 52 Pnl. B Bg. day night



Dialog:

J: LETS

Action:

Timing:

J: ... FIND YOU A
LADY...

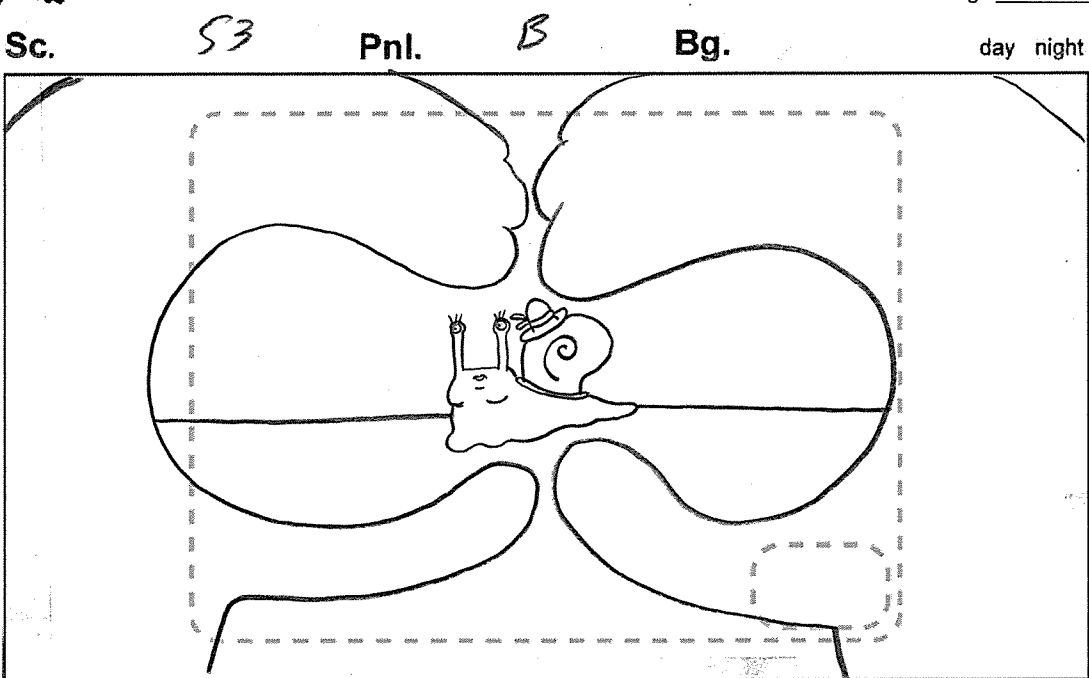
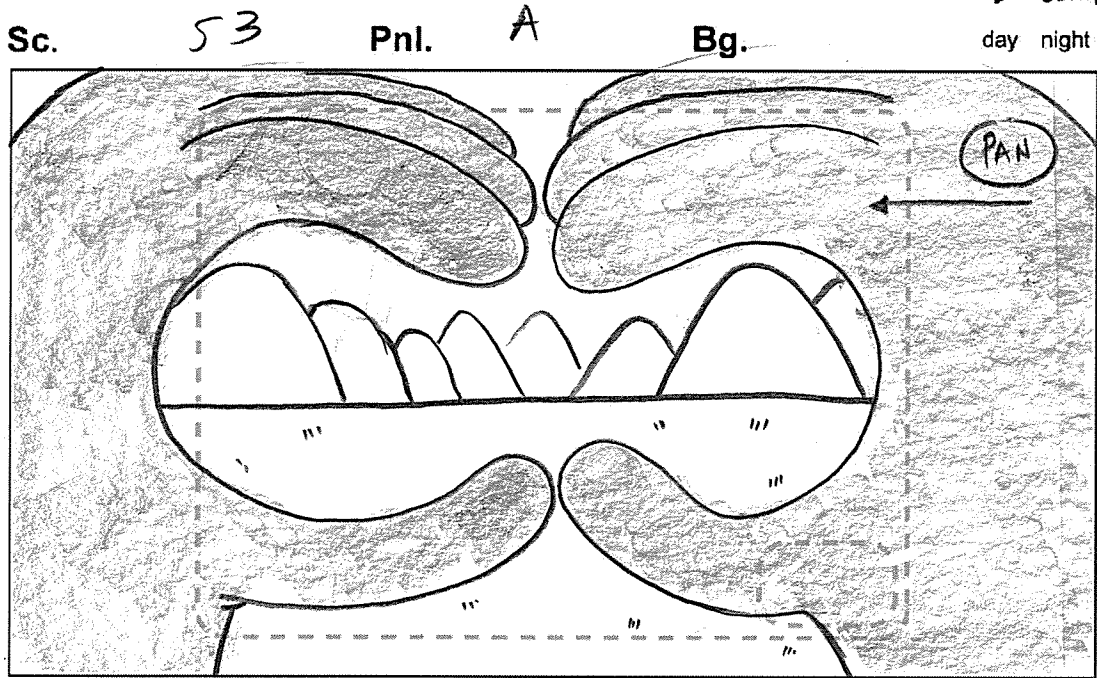
100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action: PAN LEFT — PAN RIGHT — SETTLE
Timing:

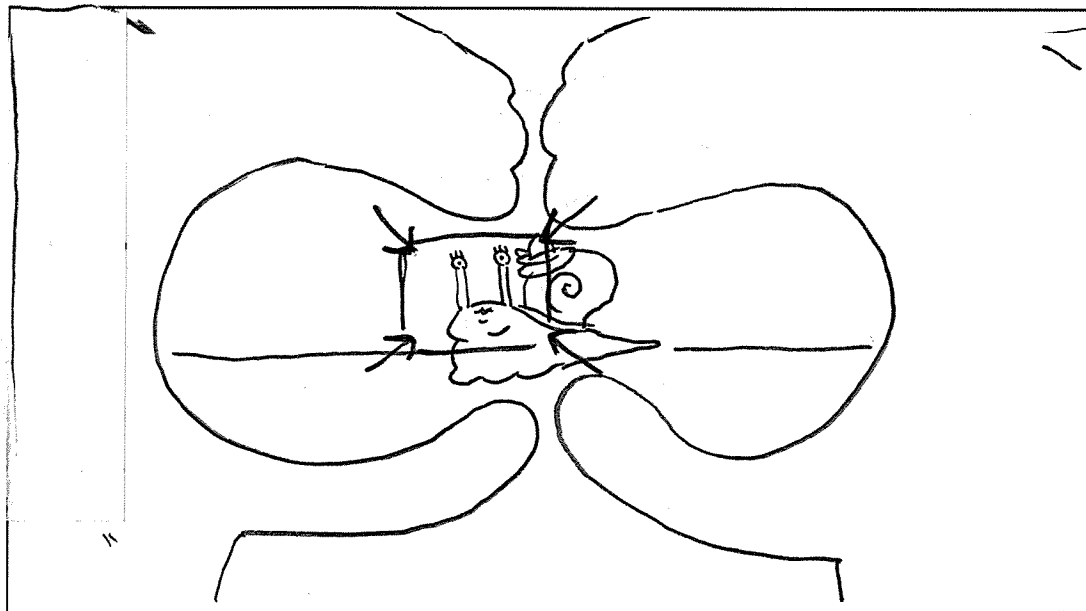
Production :
EPISODE # 100232

ADVENTURE TIME

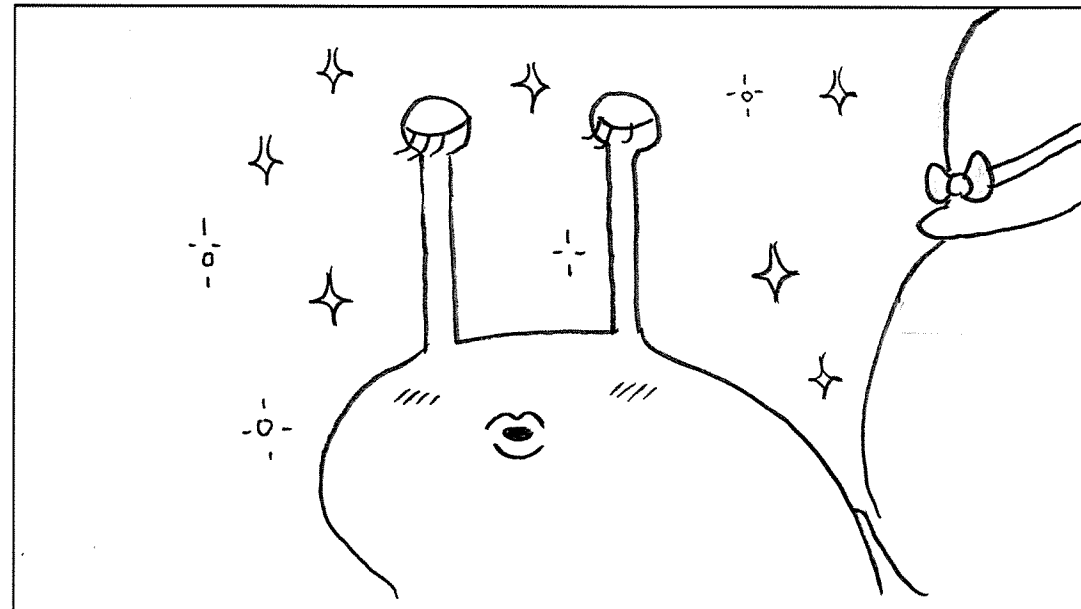


Page 60

Sc. 54 Pnl. A Bg. day night



Sc. — Pnl. — Bg. day night



Dialog:

J- (GASP)

ALT: BAAAAAM !!!

Action:



eyes open
in slow motion.

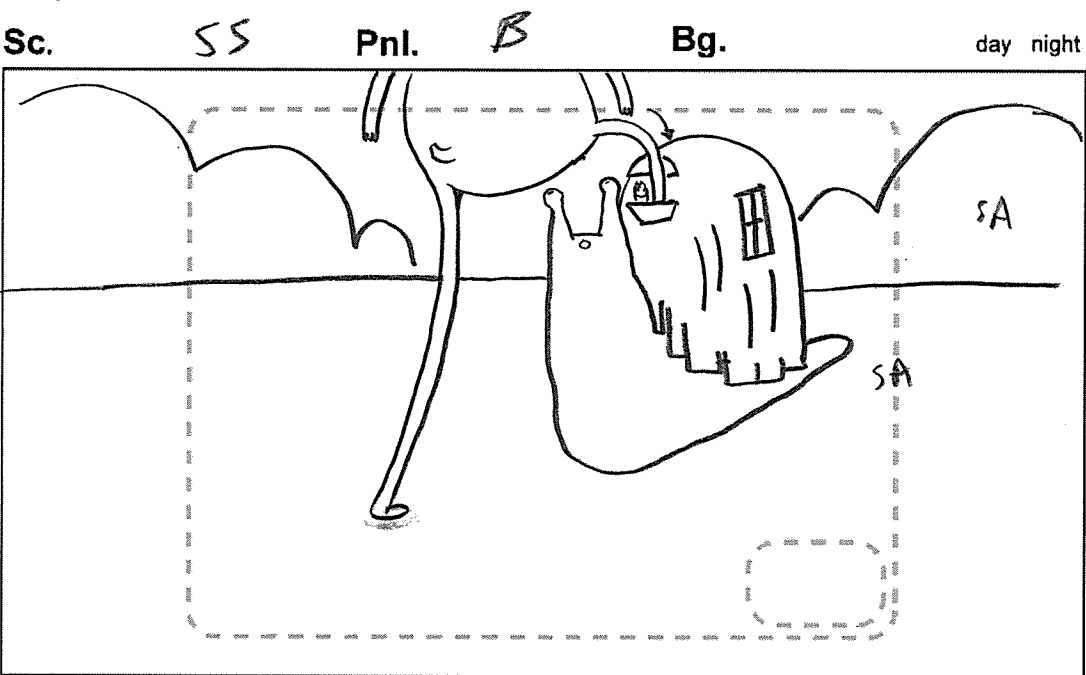
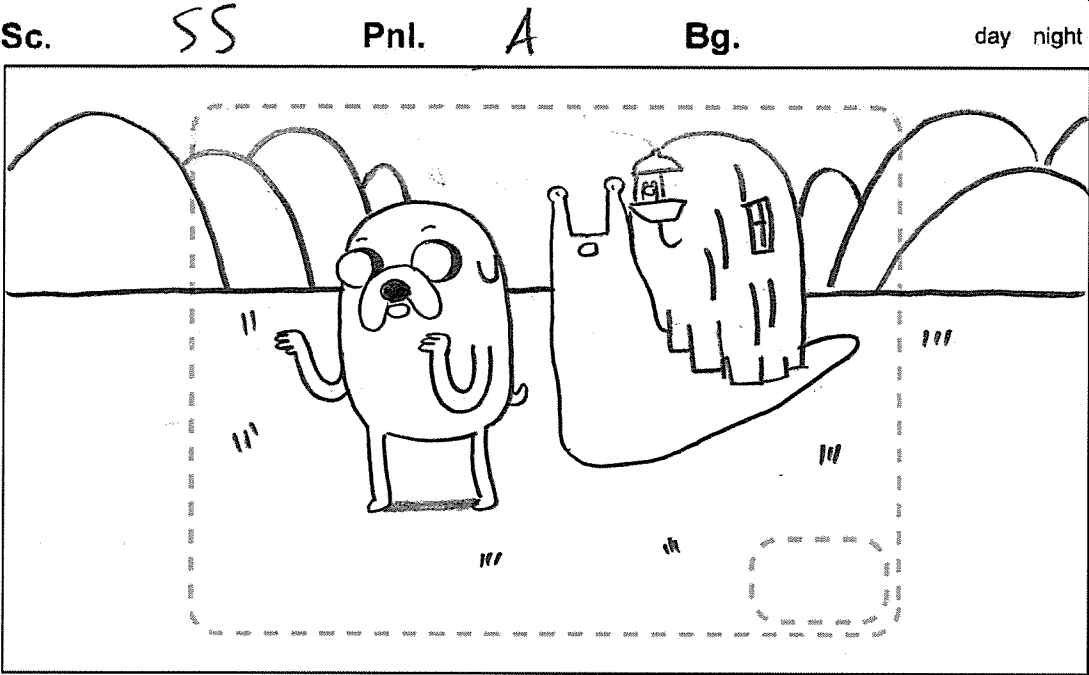
Timing:

EPISODE # 100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

J- PERFECT MOMMA OVER THERE.

Action:

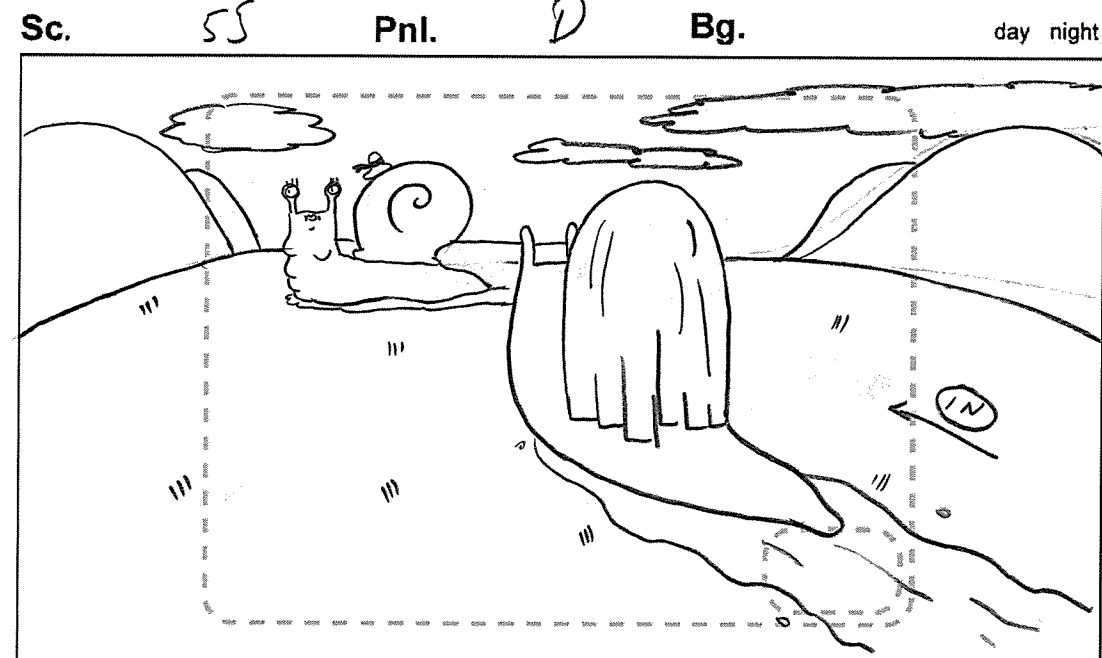
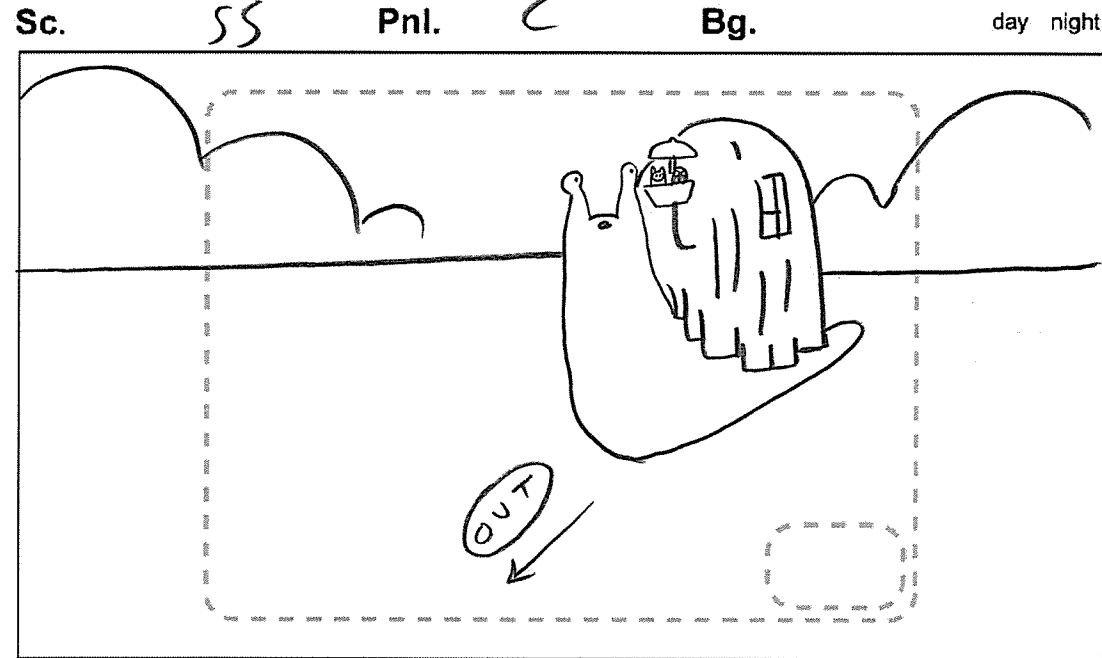
Timing:

100232
EPISODE #
Production :

ADVENTURE TIME



Page 62



Dialog:

J- GET OVER THERE DUDE.

Action:

SNORLOCK SLIMES INTO SHOT.

Timing:

100232

EPISODE #

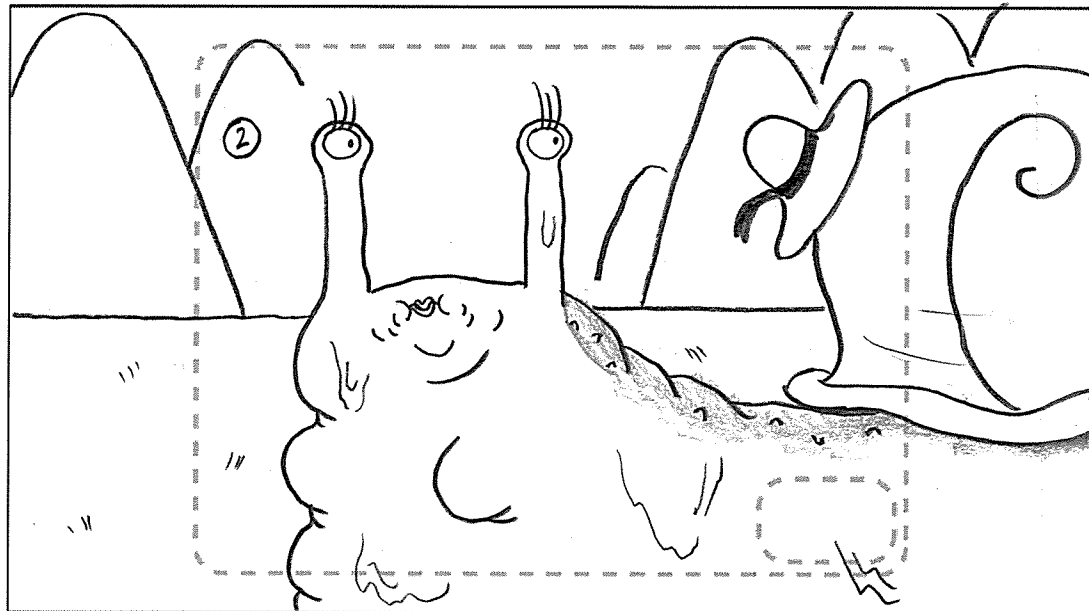
Production :

ADVENTURE TIME

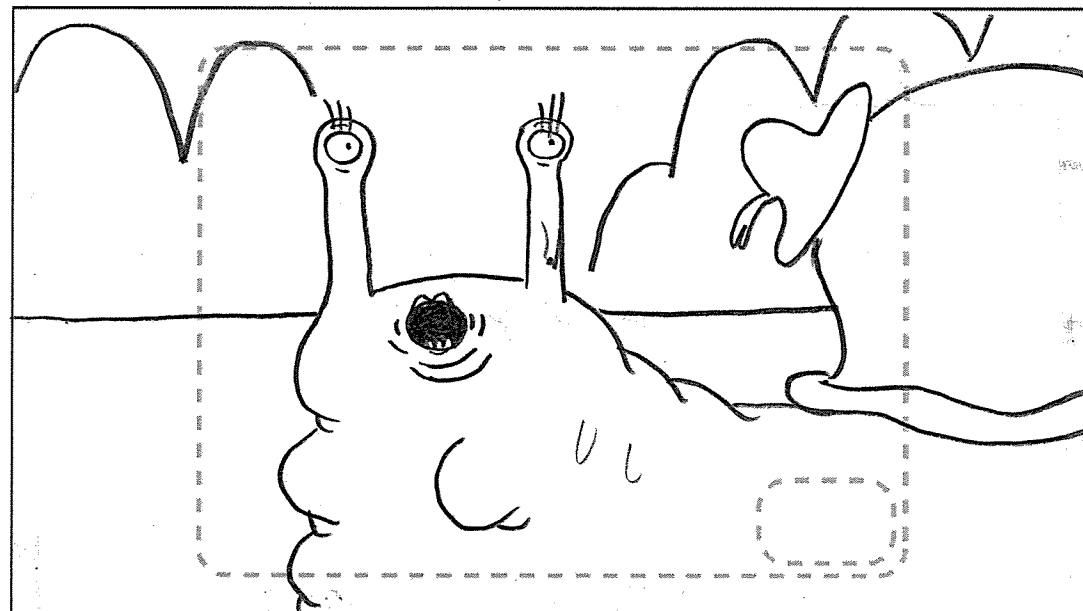


Page 63

Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



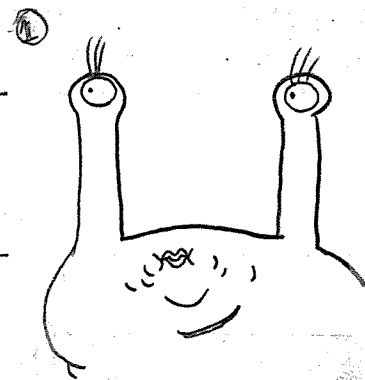
Dialog:

WOMAN SNAIL (GASPS)

Action:

SHE LOOKS OVER

Timing:



EPISODE #

Production :

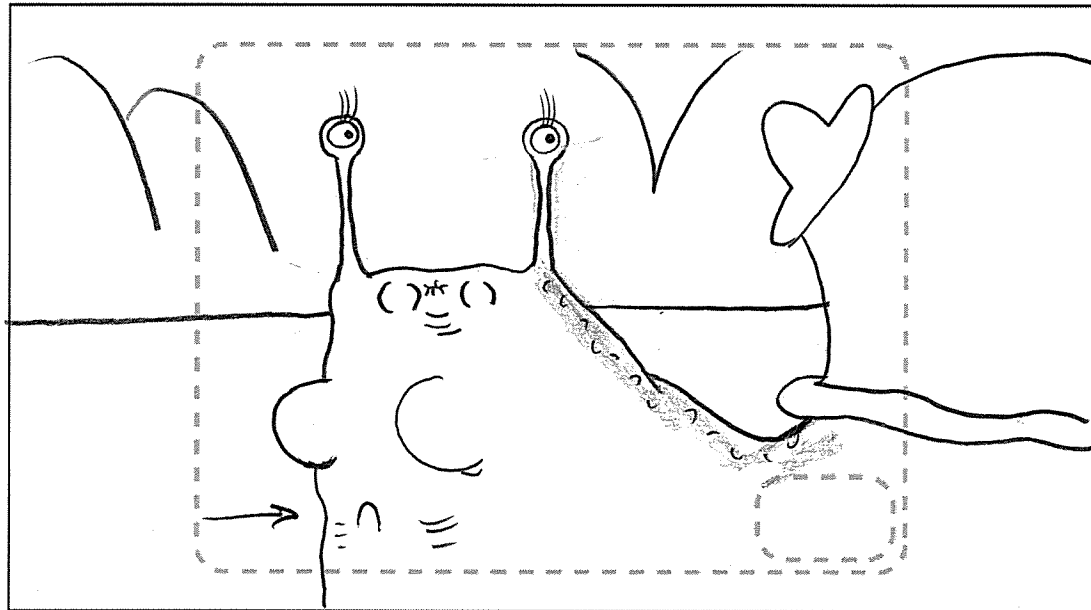
100232

ADVENTURE TIME

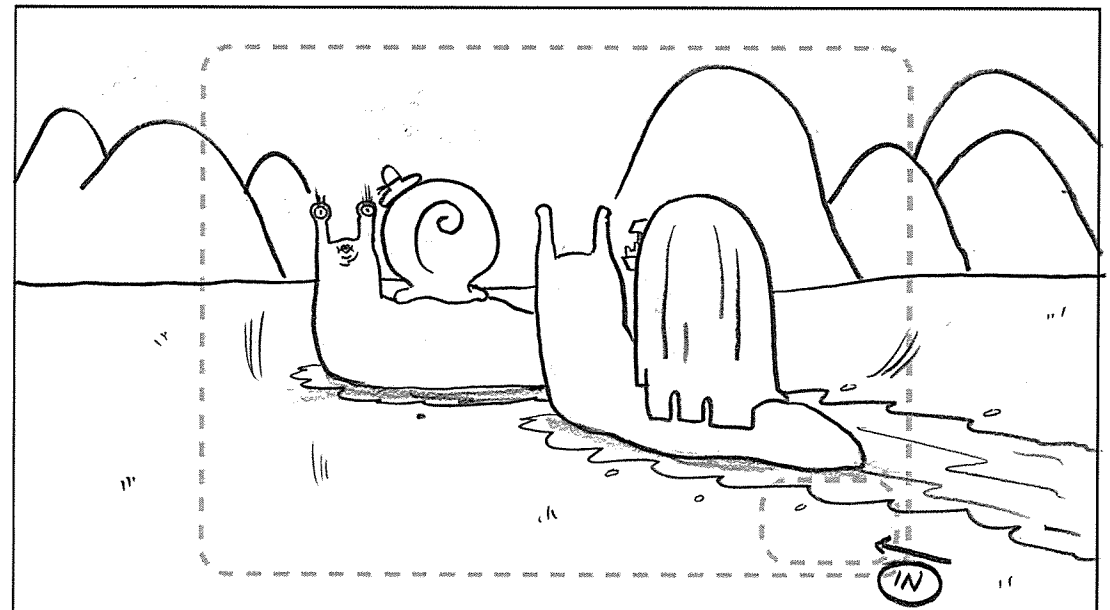


Page 64

Sc. 56 Pnl. C Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

Action:

SHE SUCKS IT IN

SNORLOCK ENTERS SHOT.

Timing:

100232

EPISODE #

Production :

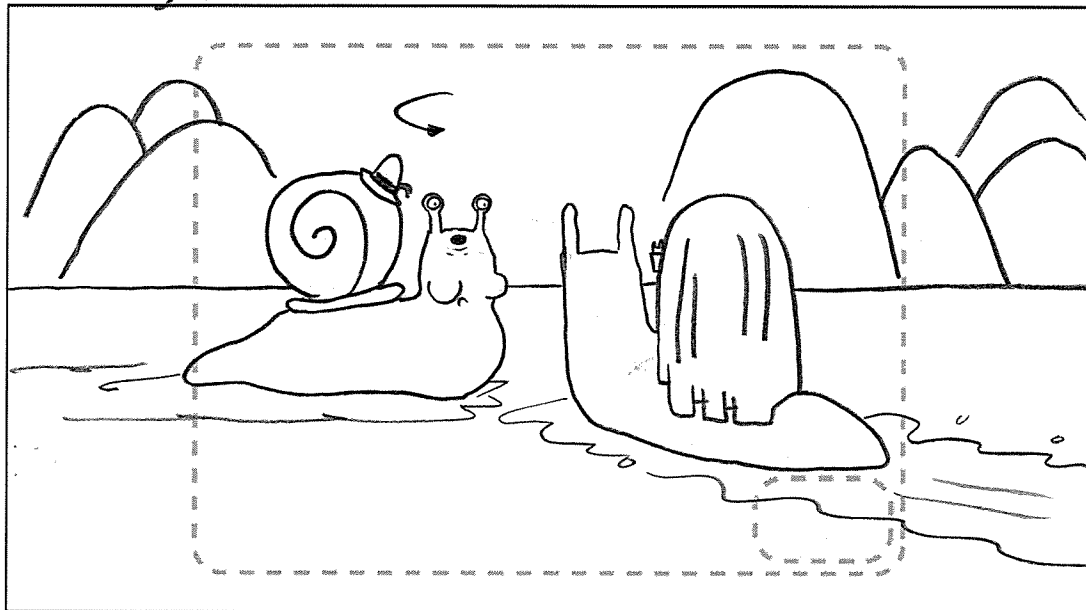
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

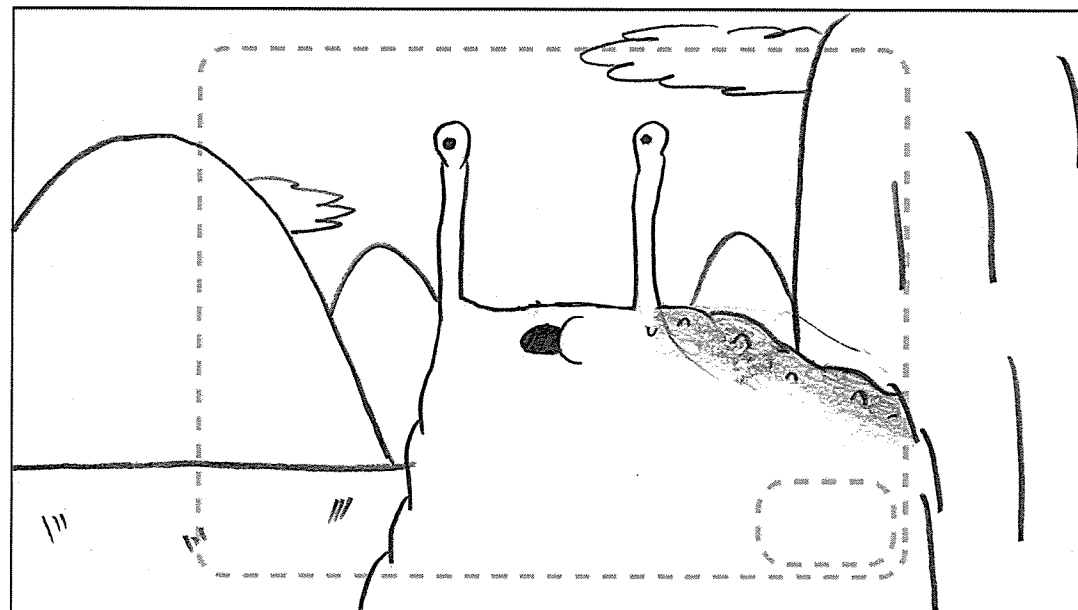


Page 65

Sc. 57 Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:	GIRL SNAIL - HELLO.	S - HI.
Action:		
Timing:		

EPISODE # 100232
Production :

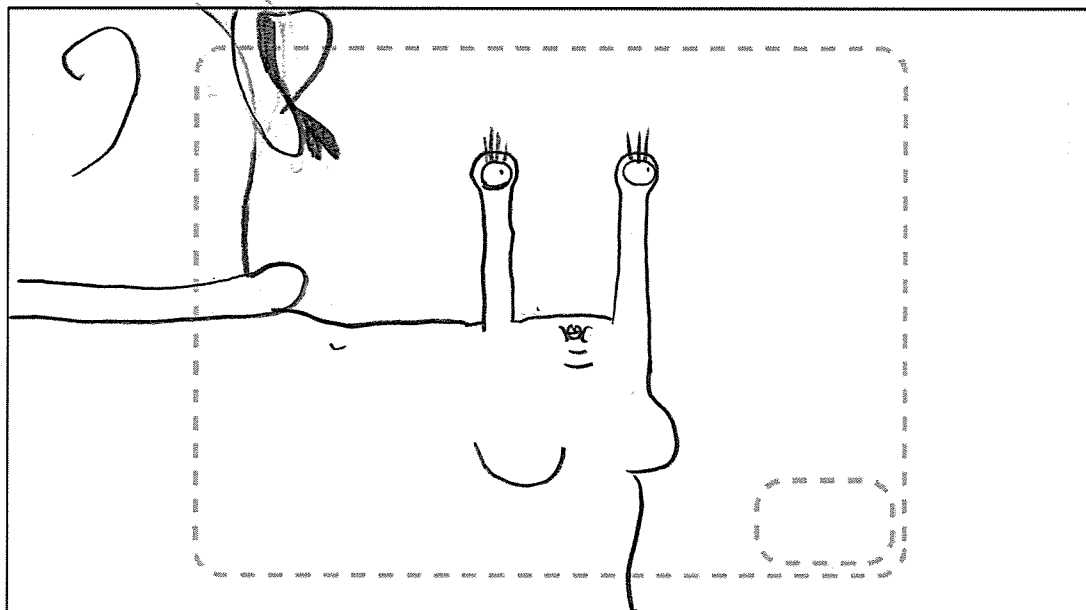
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

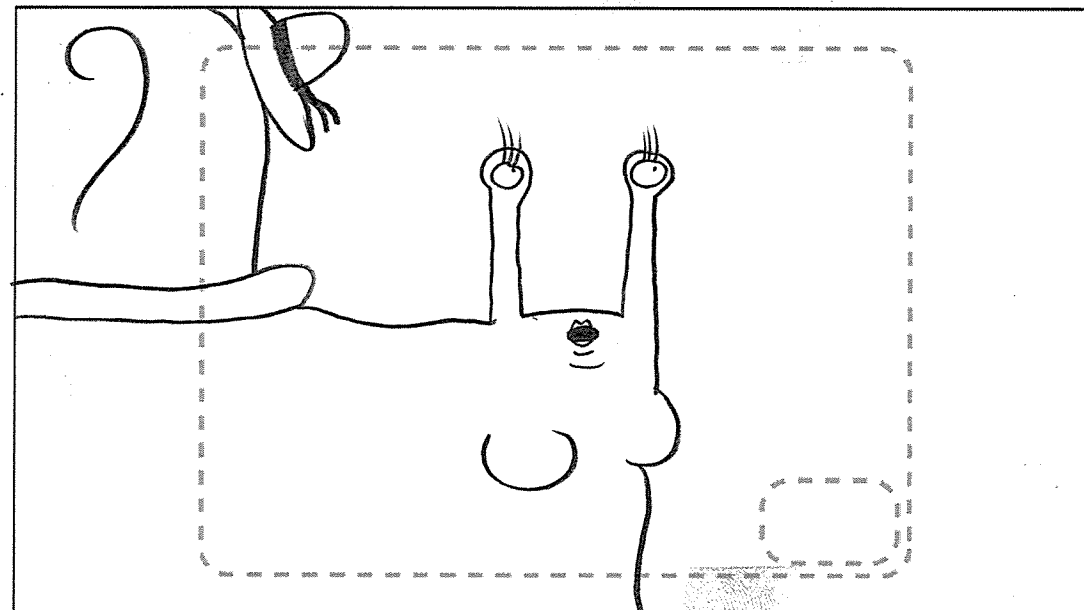


Page 66

Sc. 59 Pnl. A Bg. day night



Sc. 59 Pnl. B Bg. day night



Dialog:

GS- mmm

GS- YOU SEEM LIKE A REASONABLE MALE,
WE SHOULD GO TO A MOVIE SOMETIME.

IF POSSIBLE, CAN MARIA BAMFORD VOICE THE GIRL SNAIL DOING HER MEREDITH BAXTER + BIRNEY VOICE?

Action:

Timing:

EPISODE #

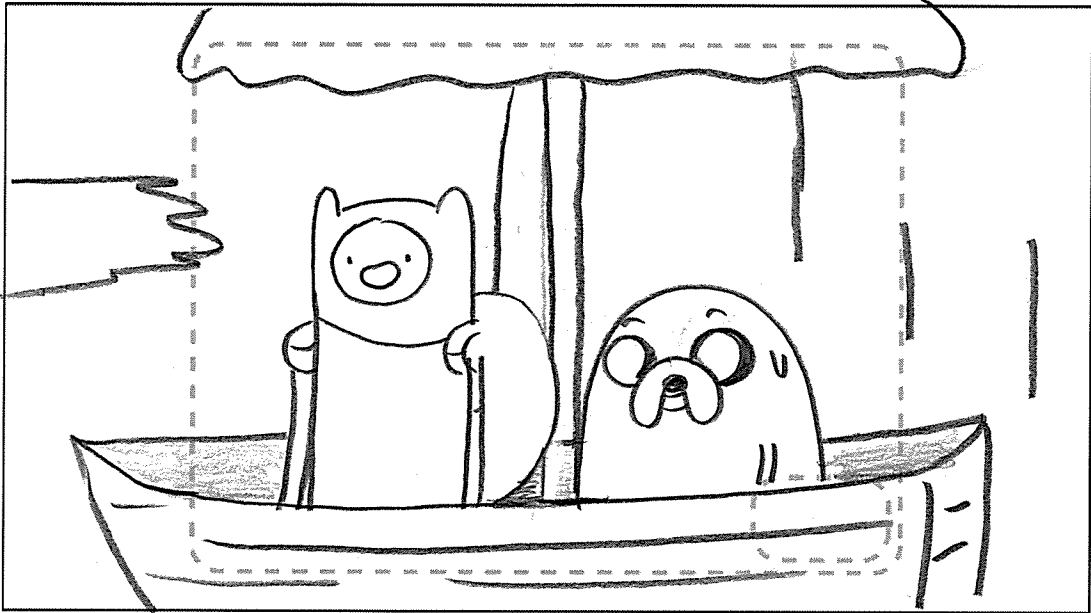
100232

Production :

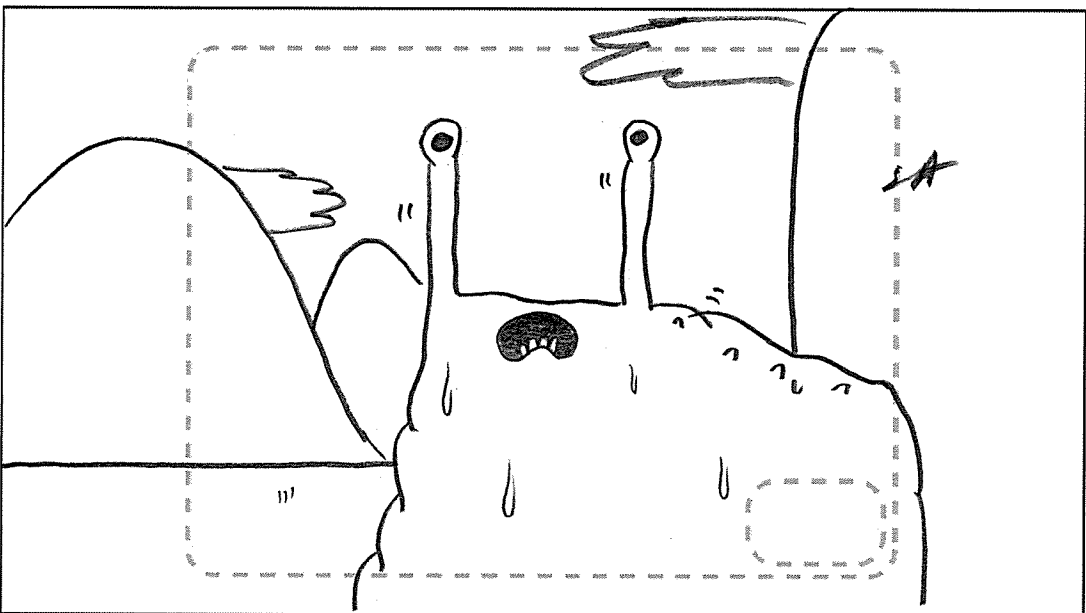
ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog:	J- HE'S GOT THIS. F- YEAH. S- UH...
Action:	SNORLOCK STARTS SHAKING
Timing:	

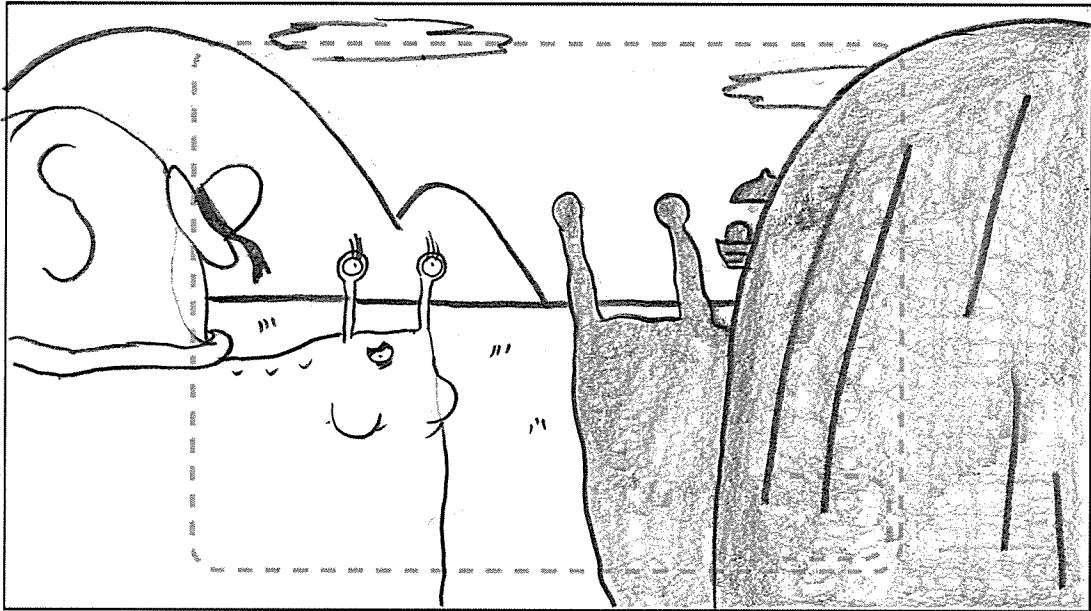
100232
EPISODE #
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

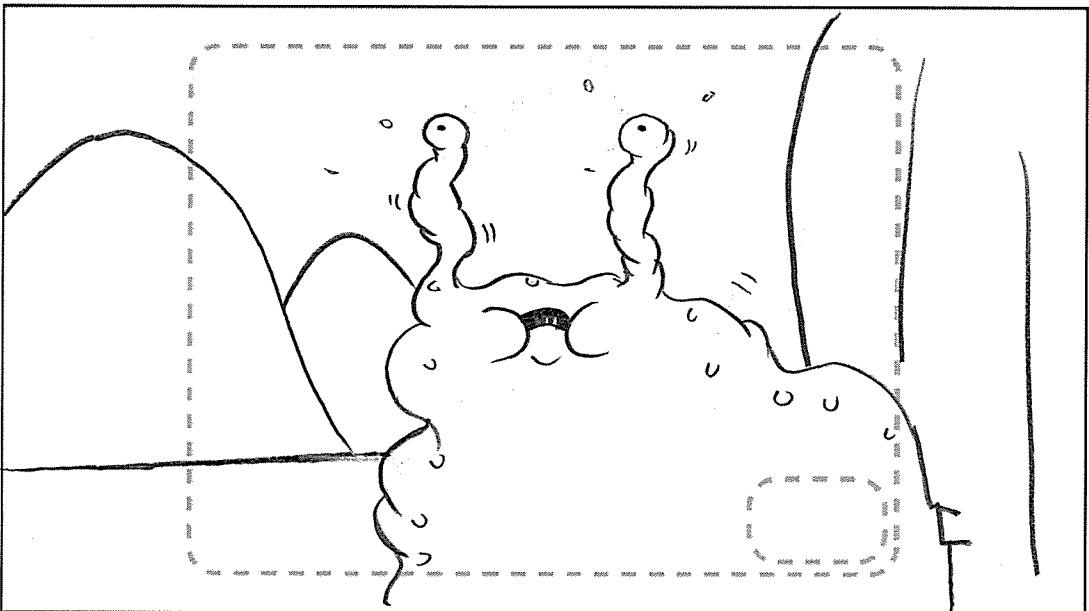
ADVENTURE TIME



Sc. 62 Pnl. A Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog:	6S- I LIKE OLD MOVIES.	S- UH... UH... UH...
Action:	SHAKING MORE NERVOUS	
Timing:		

100232

EPISODE #

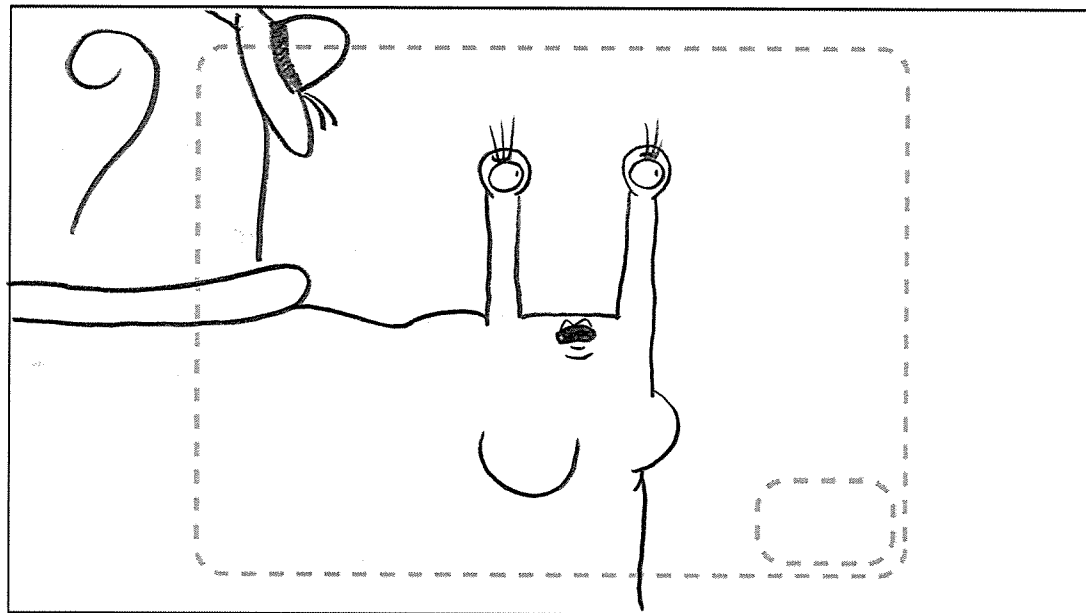
Production :

ADVENTURE TIME

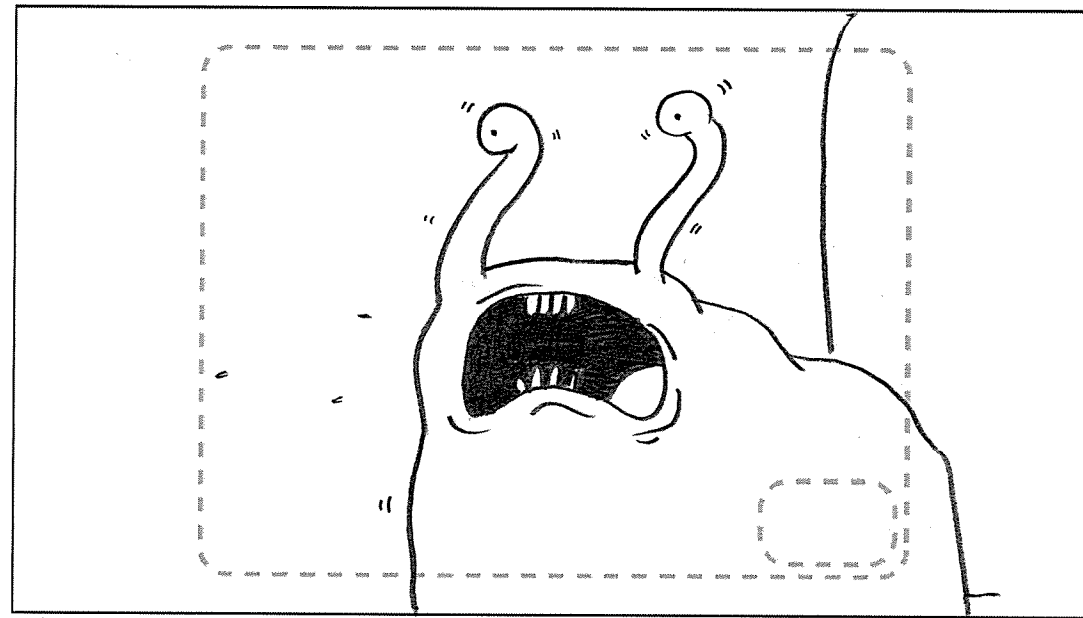


Page 69

Sc. 64 Pnl. A Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:

6S - YOU OK?

S - AAAAAA A AHH!!

Action:

(LOTS OF SHORT
SCREAMS)

Timing:

EPISODE # 100232

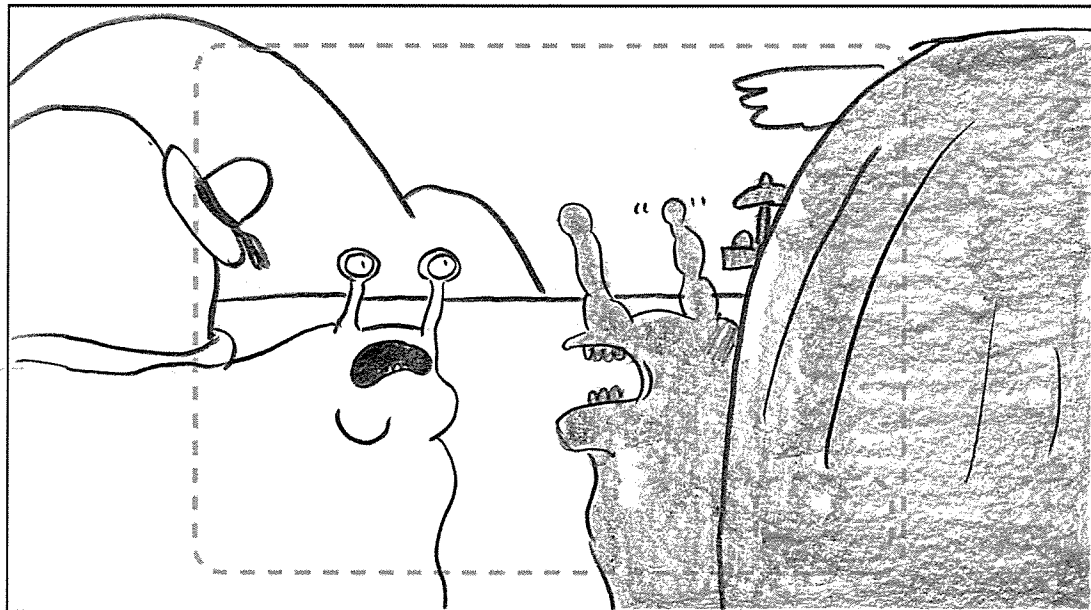
Production :

ADVENTURE TIME

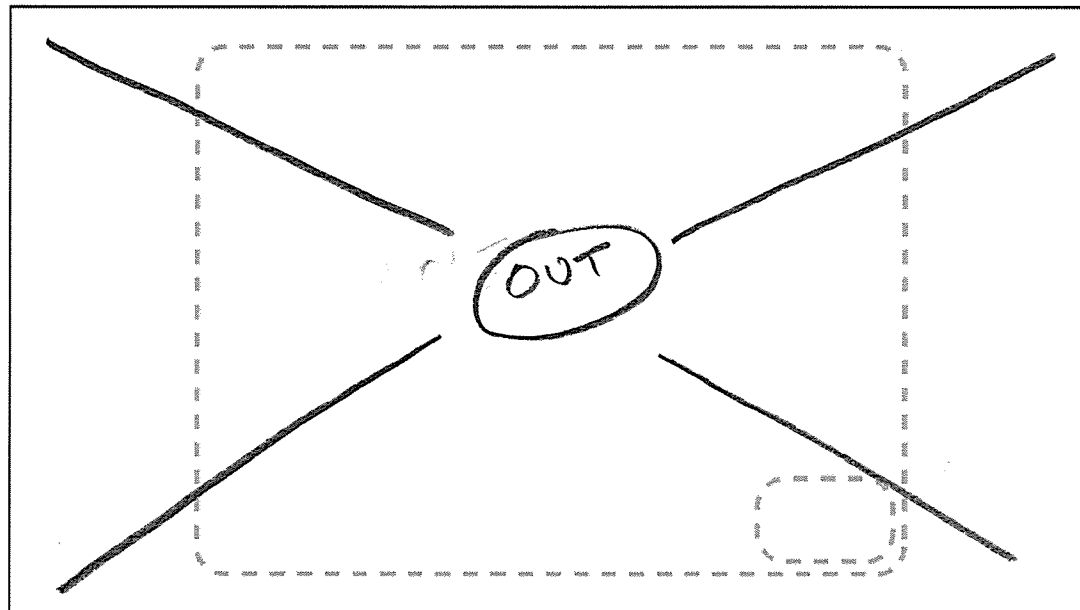


Page 70

Sc. 66 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

GS- GASPS :)
S- A+!+!+!+!+!!

Action:

Timing:

100232

EPISODE #

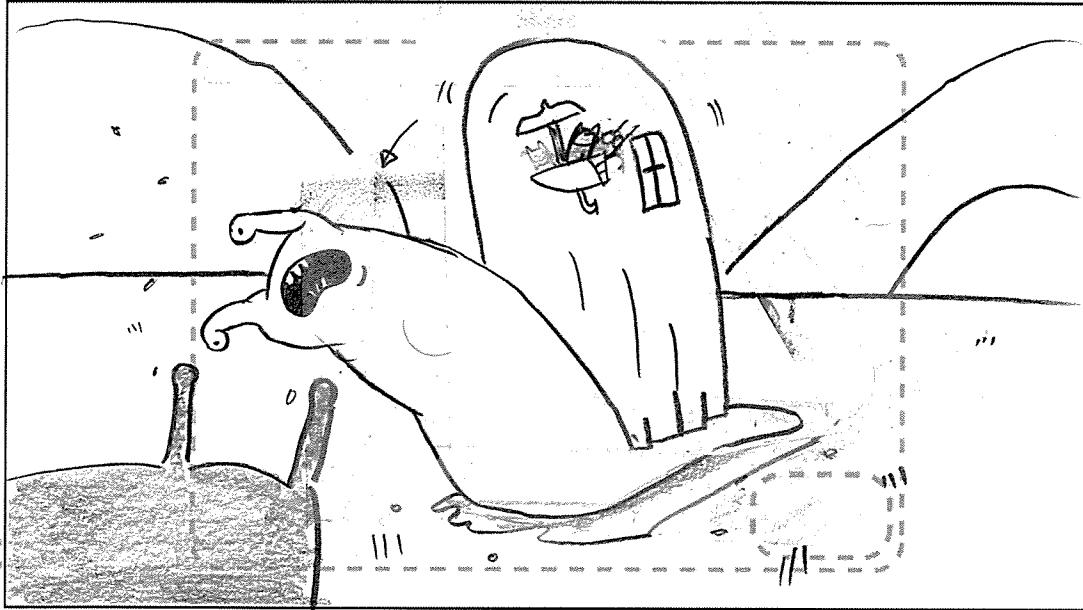
Production :

ADVENTURE TIME

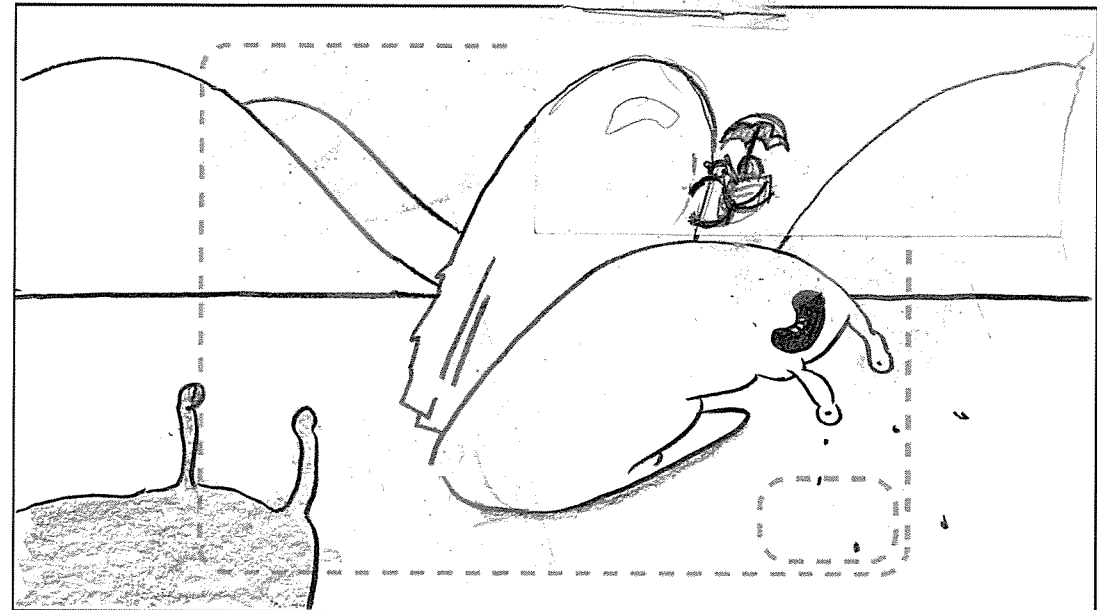


Page 71

Sc. 67 Pnl. A Bg. day night



Sc. 67 Pnl. B Bg. day night



Dialog:

S- (REPEATING) GIRLFRIEND!
GIRLFRIEND!
GIRLFRIEND!

Action:

SNORLOCIC SHAKES SIDE-TO-SIDE VIOLENTLY / TREE HOUSE MOVES SIDE TO SIDE

Timing:

100232

EPISODE #

Production :

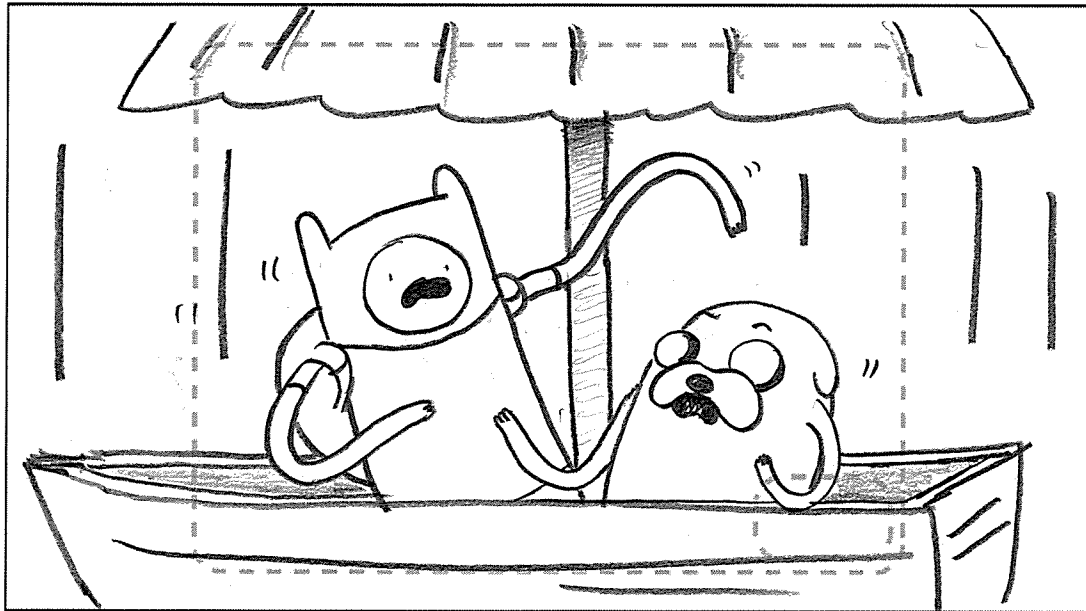
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

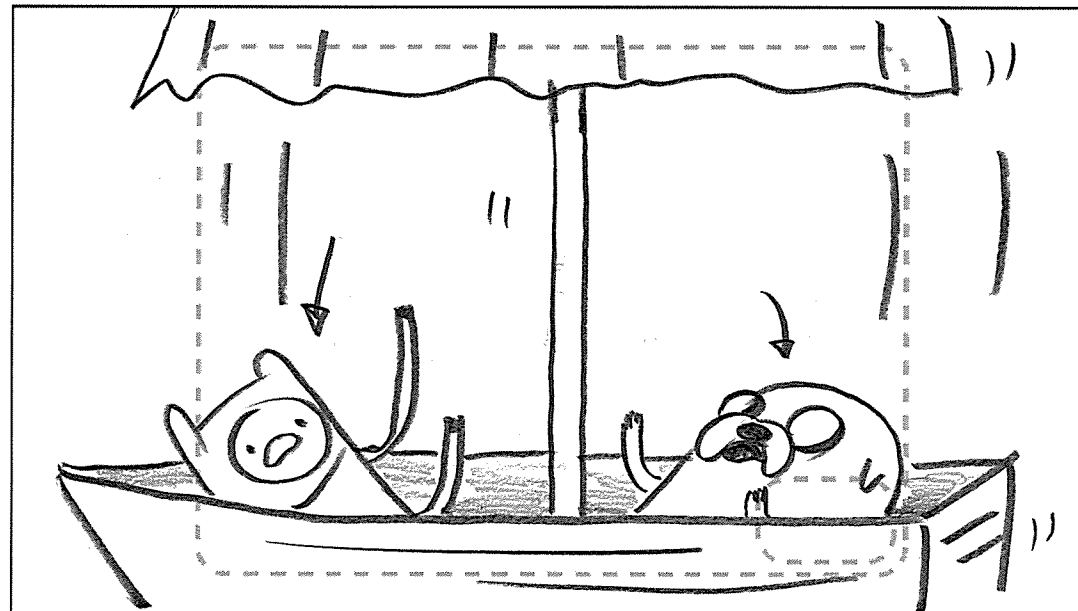


Page 72

Sc. 68 Pnl. A Bg. day night



Sc. 68 Pnl. B Bg. day night



Dialog:

BOTH: AH!

Action:

TREE HOUSE SHAKES/ FINN + JAKE FALL

Timing:

100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 73

Sc.

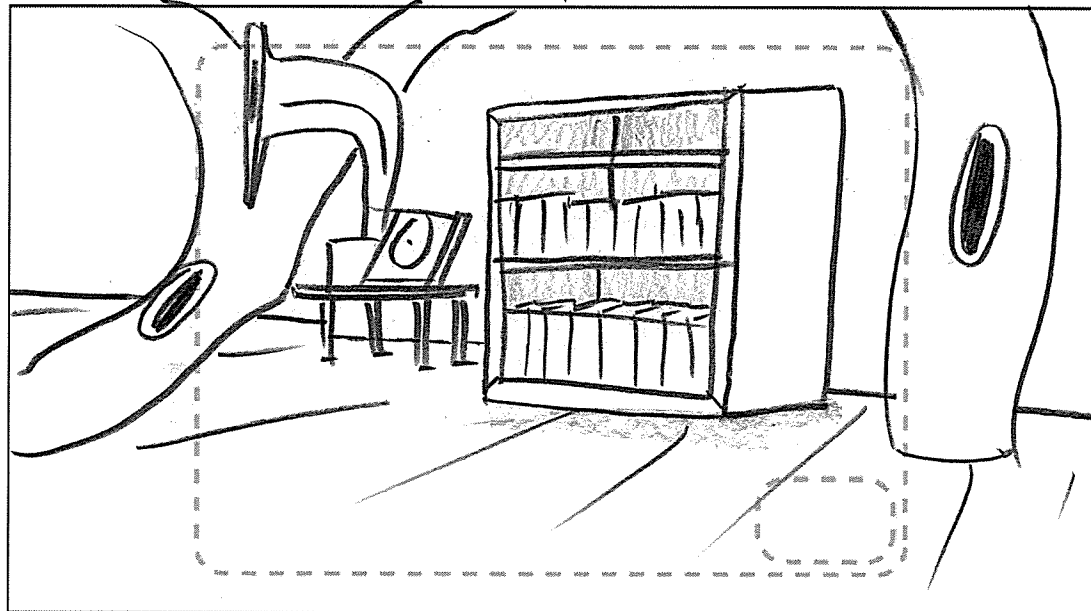
69

Pnl.

A

Bg.

day night



Sc.

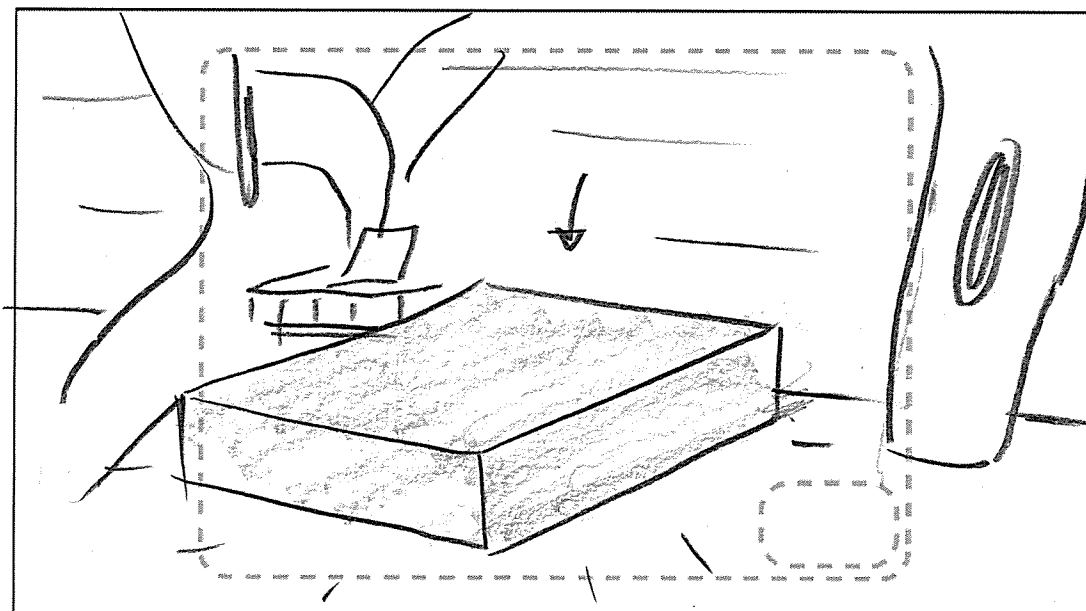
69

Pnl.

B

Bg.

day night



Dialog:

Action:

ROOM SHAKES

BOOKSHELF
FALLS OVER

Timing:

100232

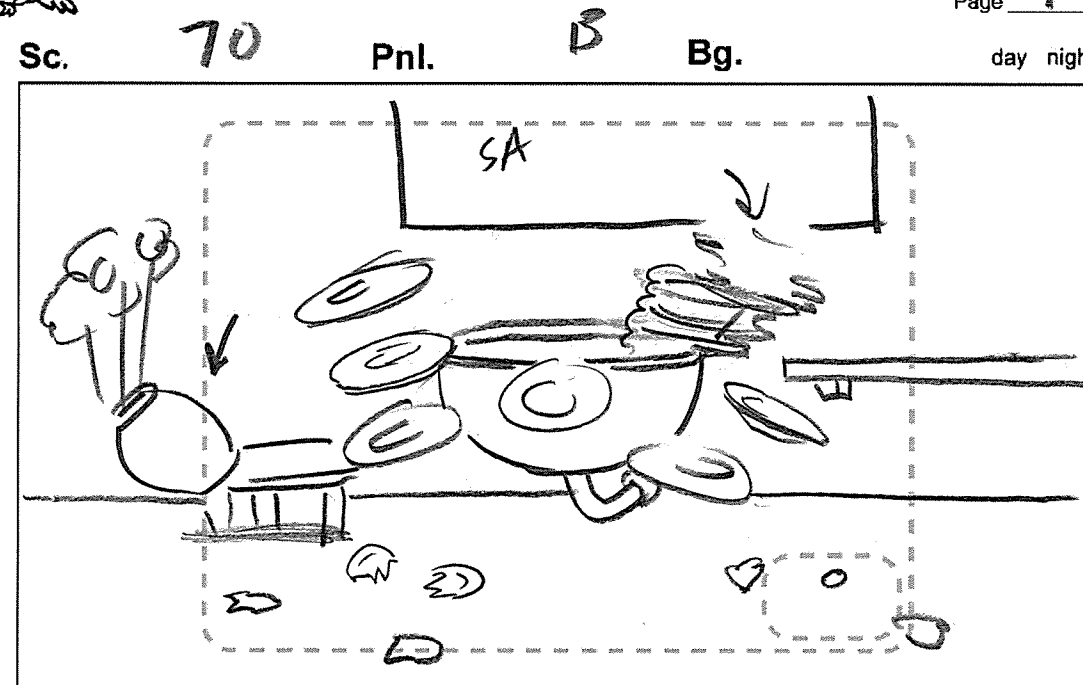
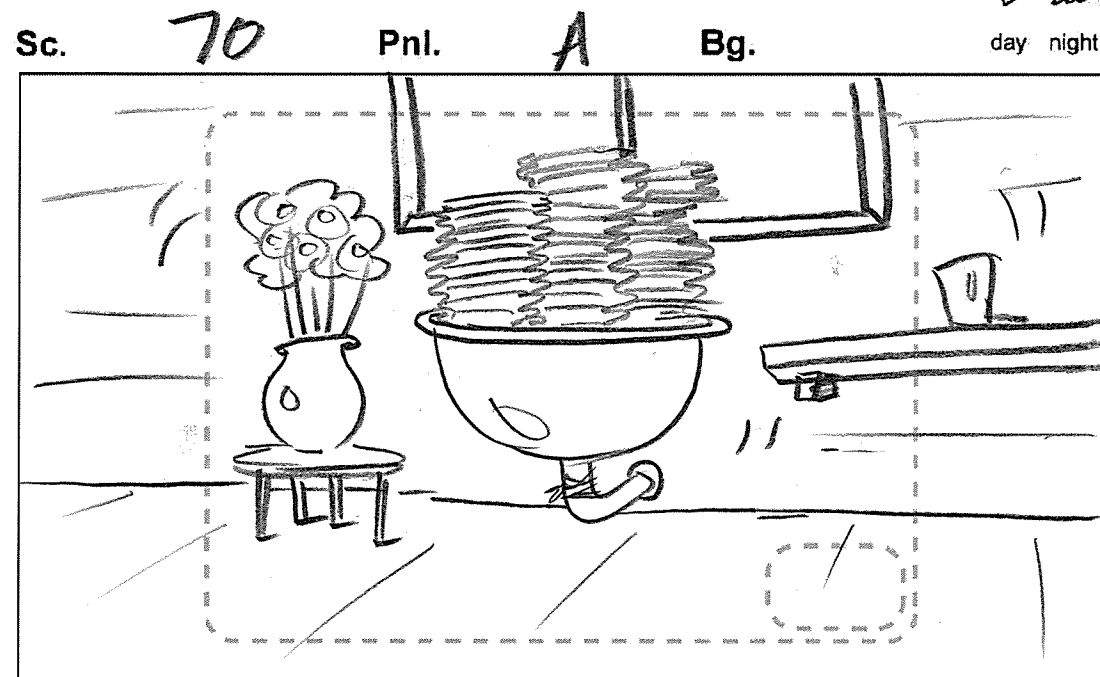
EPISODE #

Production :

ADVENTURE TIME



Page 74



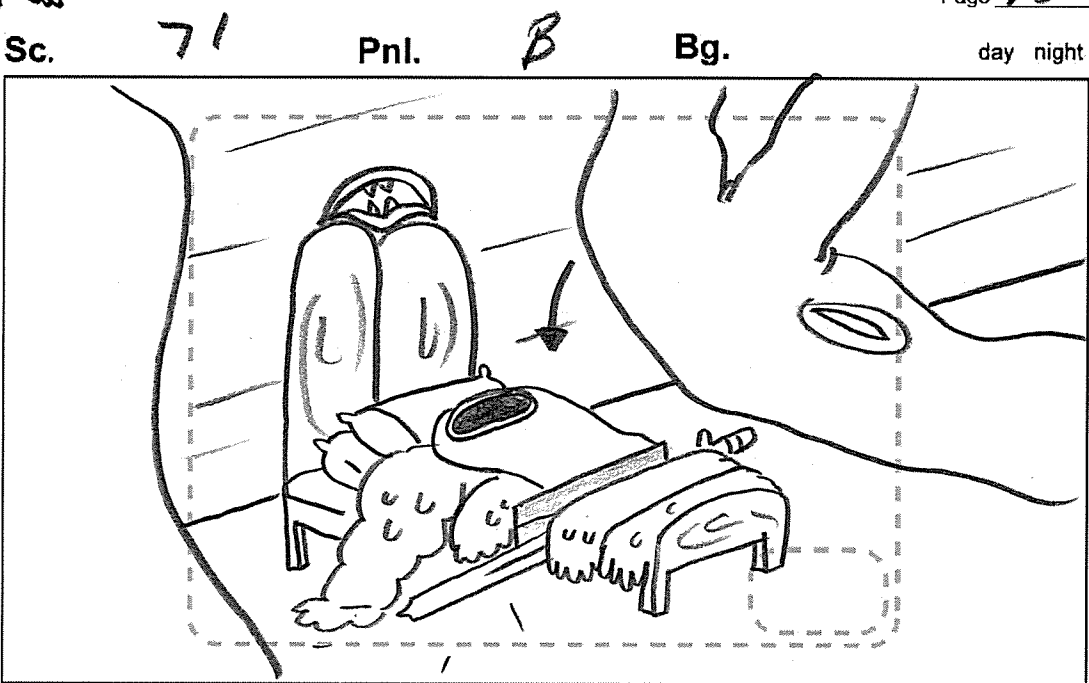
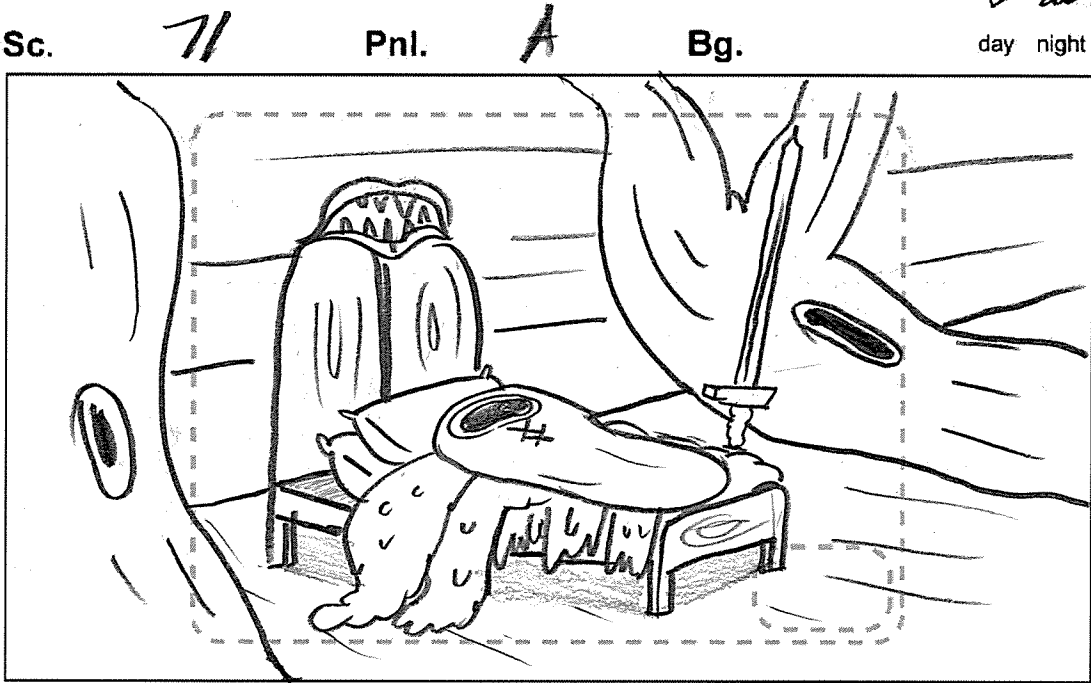
Dialog:	
Action:	ROOM'S SHAKING DISHES FALL DOWN / BREAK ON GROUND.
Timing:	

EPISODE # 100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action: ROOM'S STILL SHAKING
Timing:

100232 EPISODE # Production :

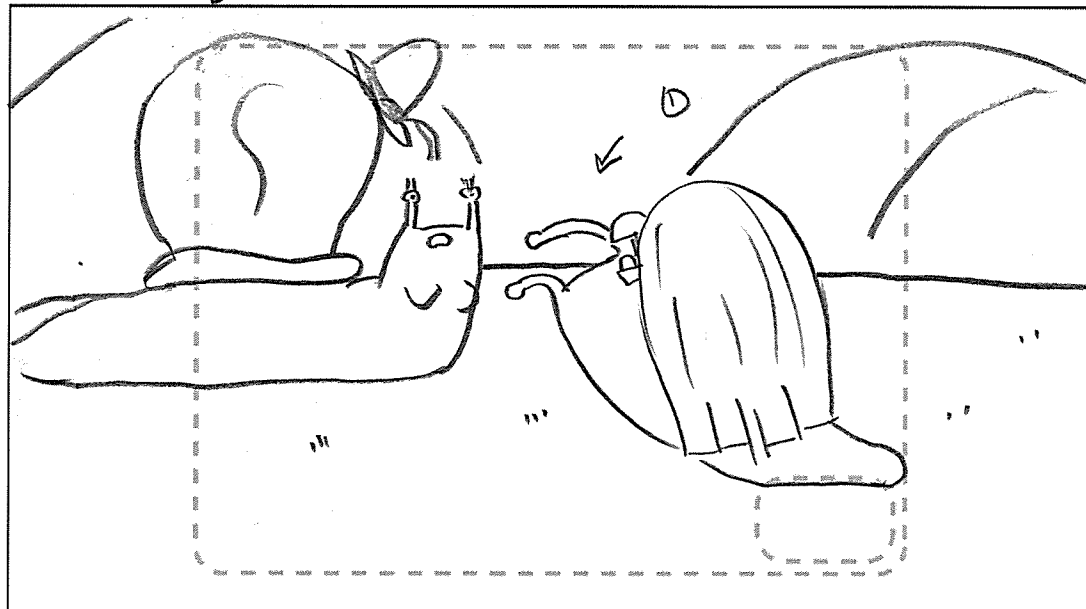
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

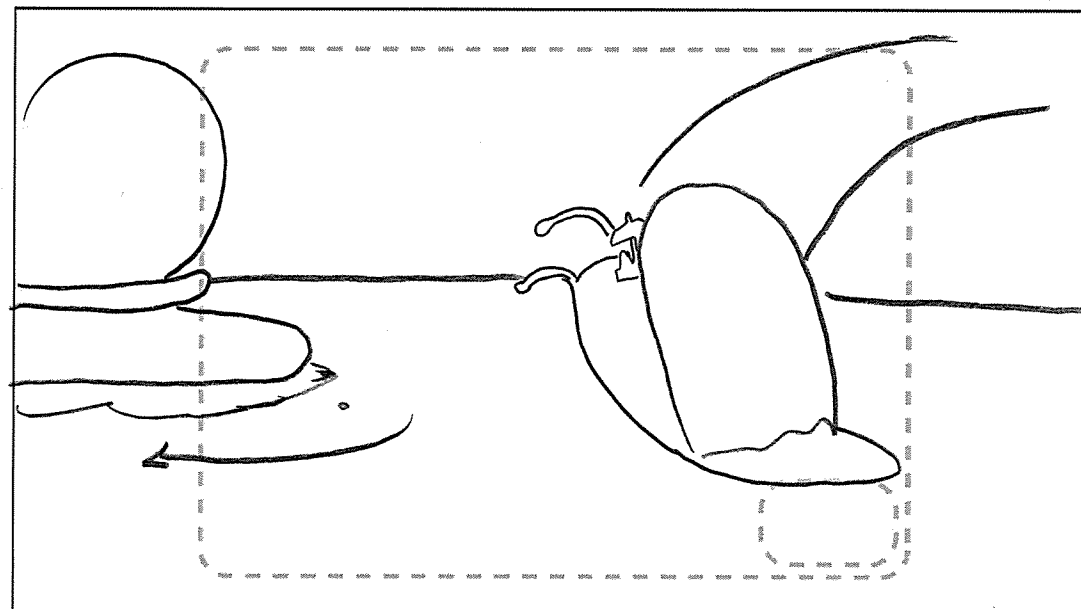


Page 76

Sc. 72 Pnl. A Bg. day night



Sc. 72 Pnl. B Bg. day night



Dialog:
S- GIRLFRIEND!
GIRLFRIEND!

Action:
SLORLOCK
ROCKS BACK
AND FORWARD VIOLENTLY.

Timing:

S- GIRLFRIEND!
GIRLFRIEND!
GIRLFRIEND!

GS RUNS OFF

Production :

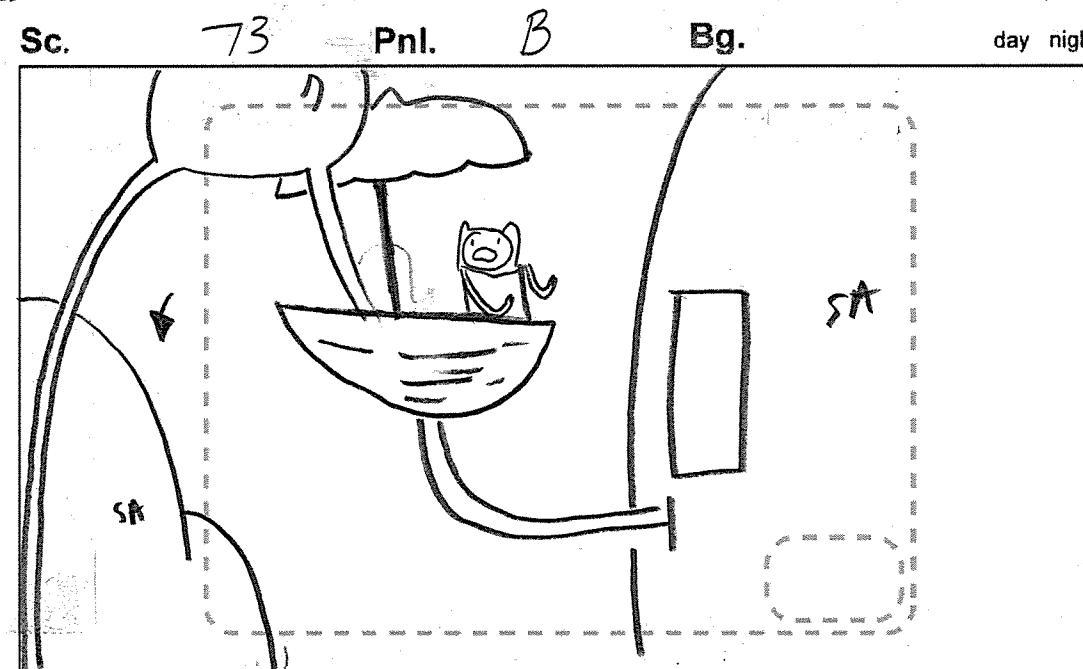
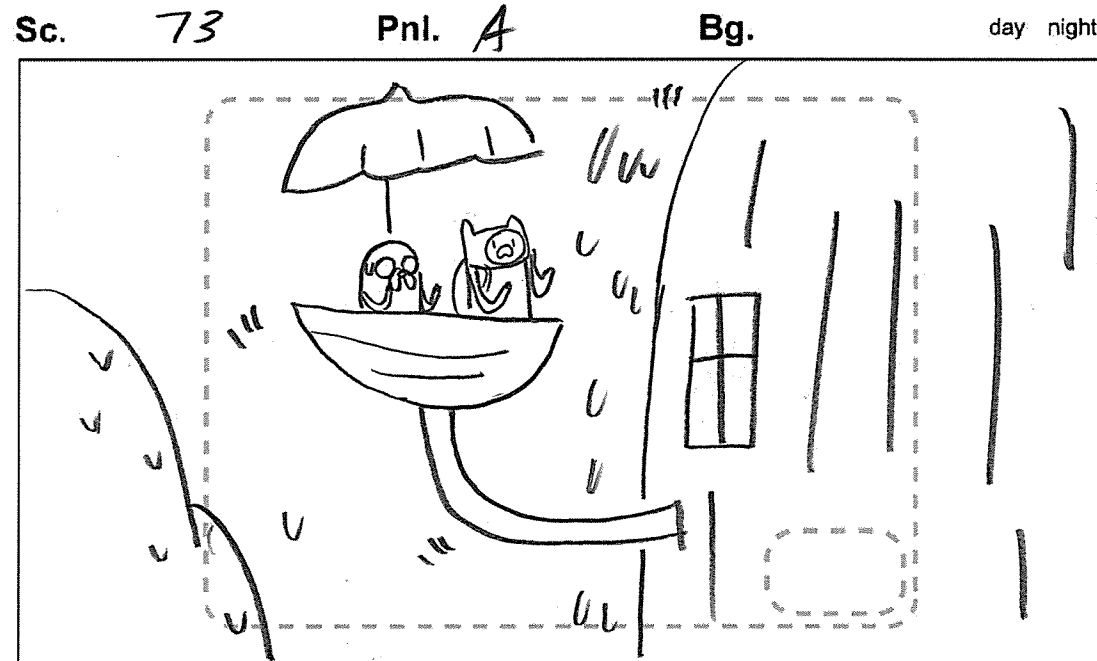
100232

EPISODE #

ADVENTURE TIME



Page 77



Dialog:

F- DUDE OUR HOUSE! WE
GOTTA DO SOMETHIN'!

J- RELAX, I GOT IT.

Action:

(CAM SHAKE)

JAKE GROWS BIG, STEPS
OFF SCREEN.

Timing:

EPISODE #

100232

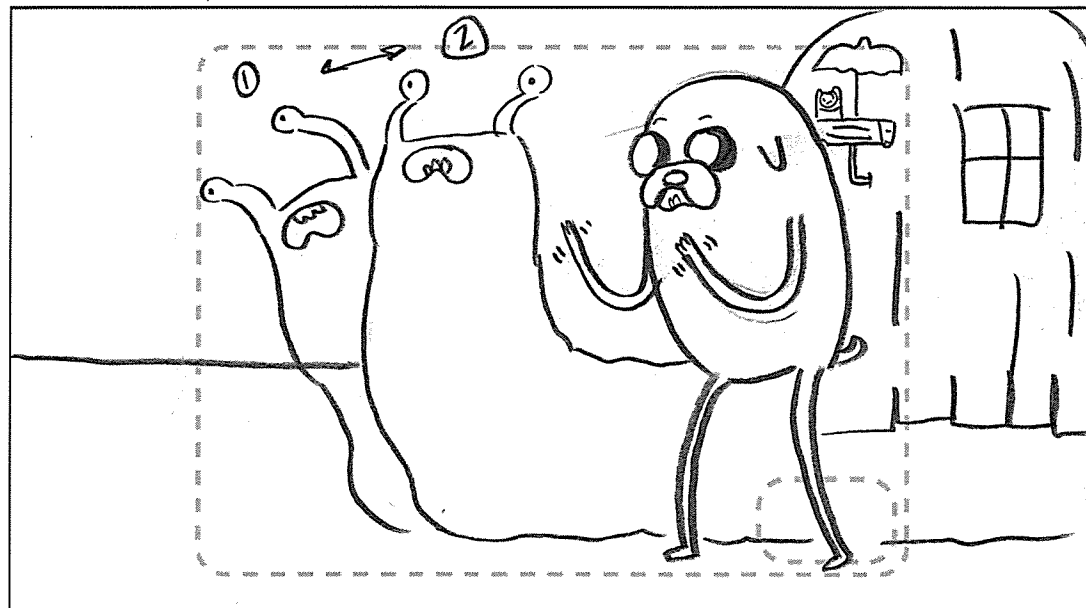
Production :

ADVENTURE TIME

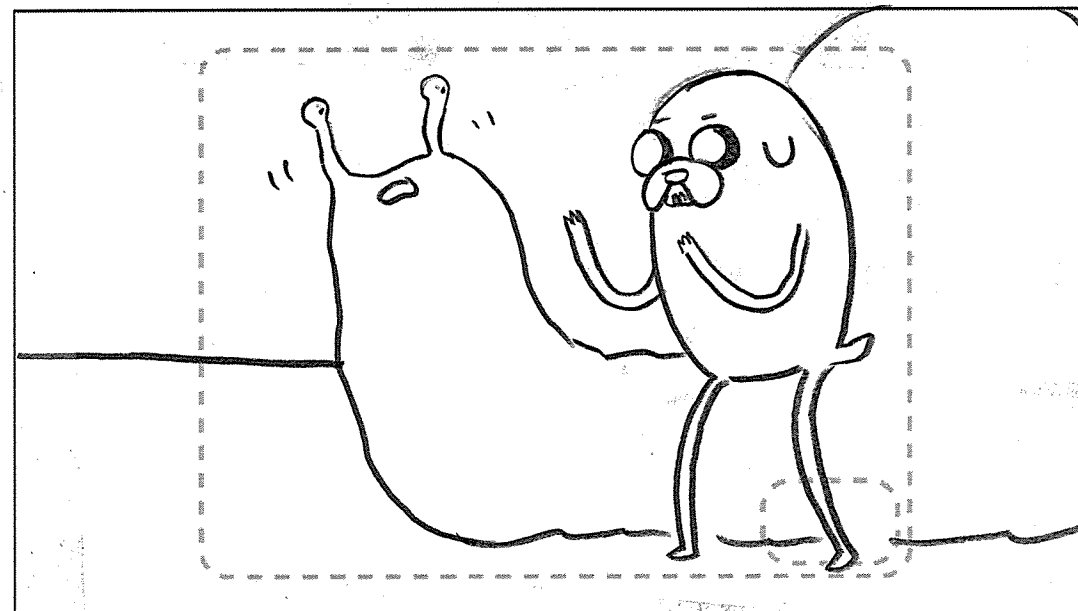


Page 78

Sc. 74 Pnl. A Bg. day night



Sc. 74 Pnl. B Bg. day night



Dialog:

J- SNORLOCK!

Action:

SNORLOCK SLOWS DOWN
AND PAYS ATTENTION TO JAKE.

Timing:

Production :

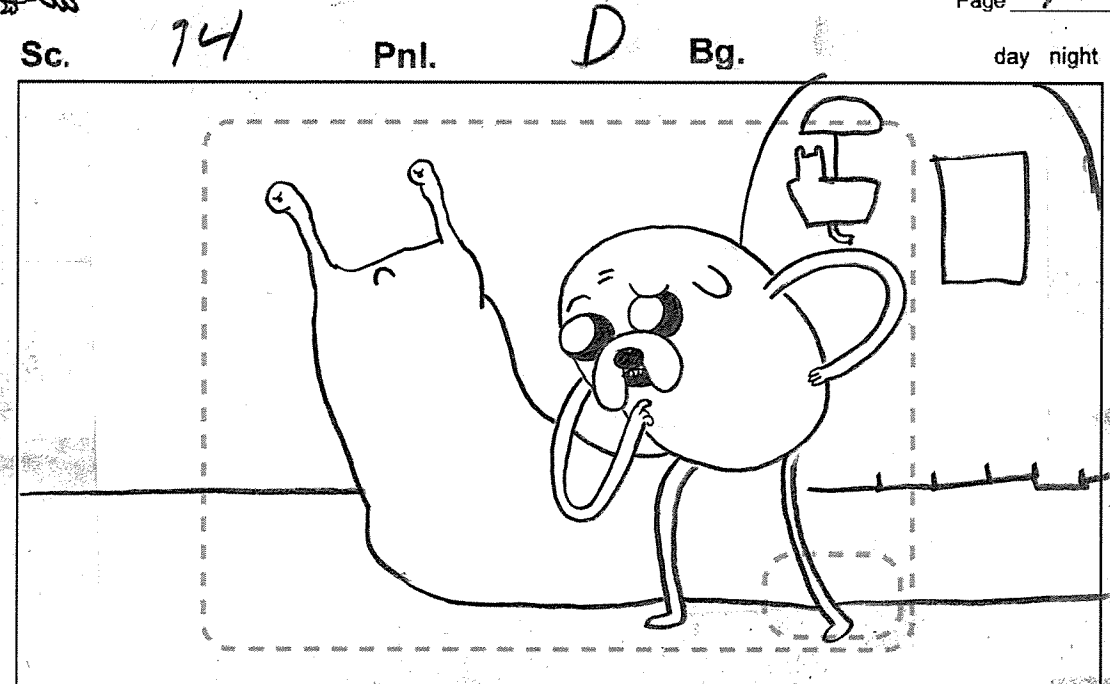
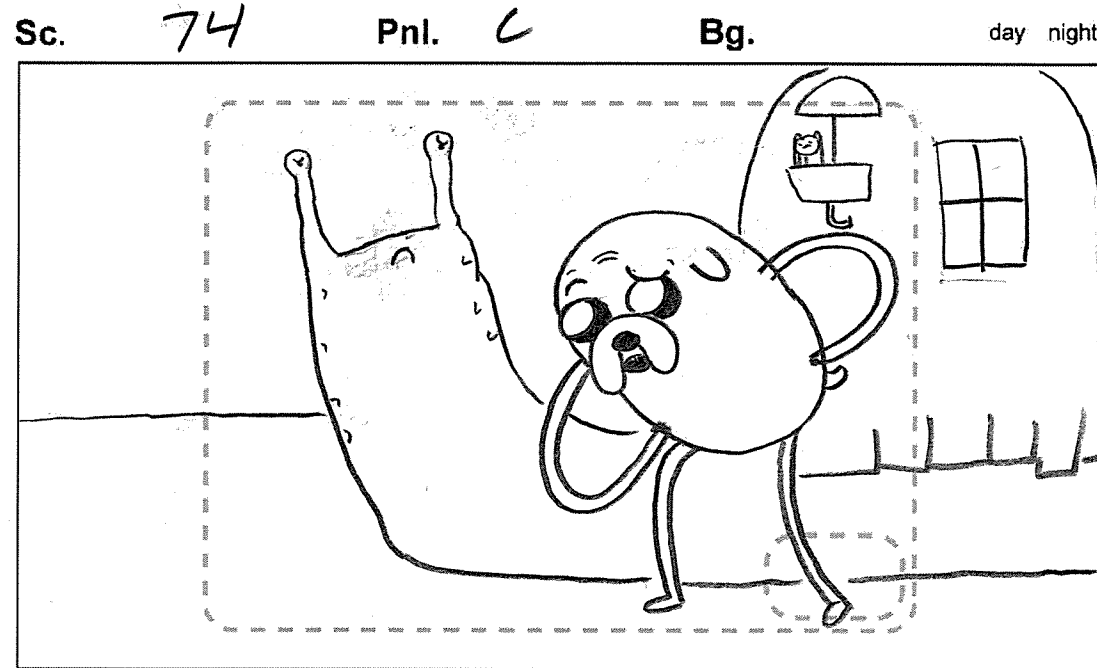
EPISODE #

100232

ADVENTURE TIME



Page 79



Dialog:

J- (LIKE A
CONCERNED
DAD) HEY SNORLOCK, YOU OK
BUDDY?

J- YOU WENT A LITTLE
NUTS.THERE, GUY.

Action:

Timing:

EPISODE #

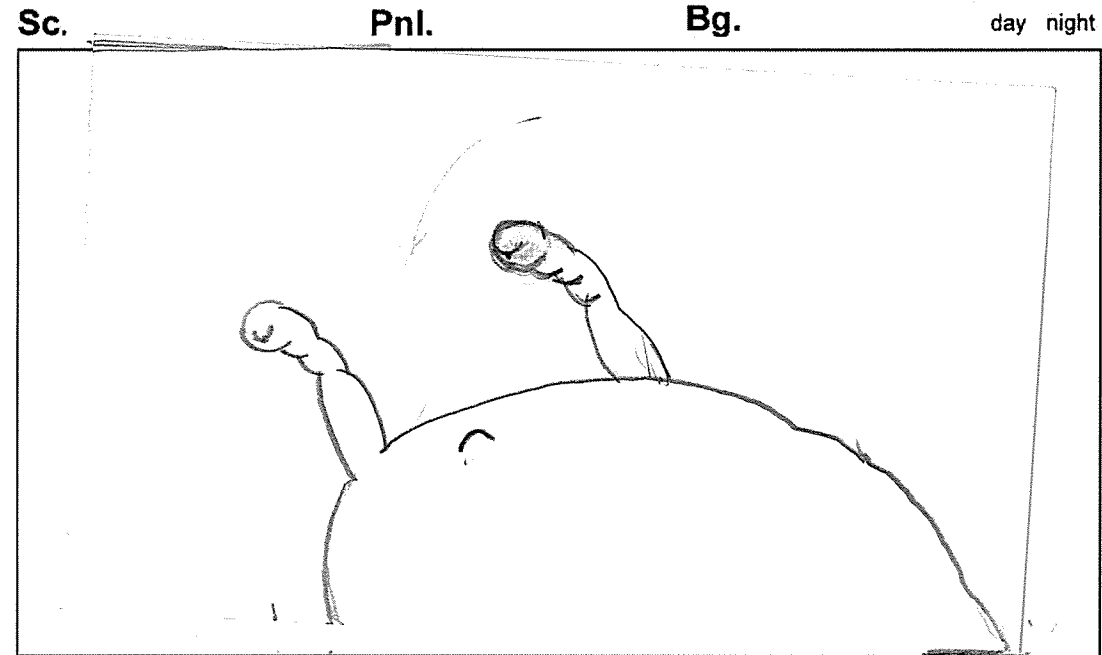
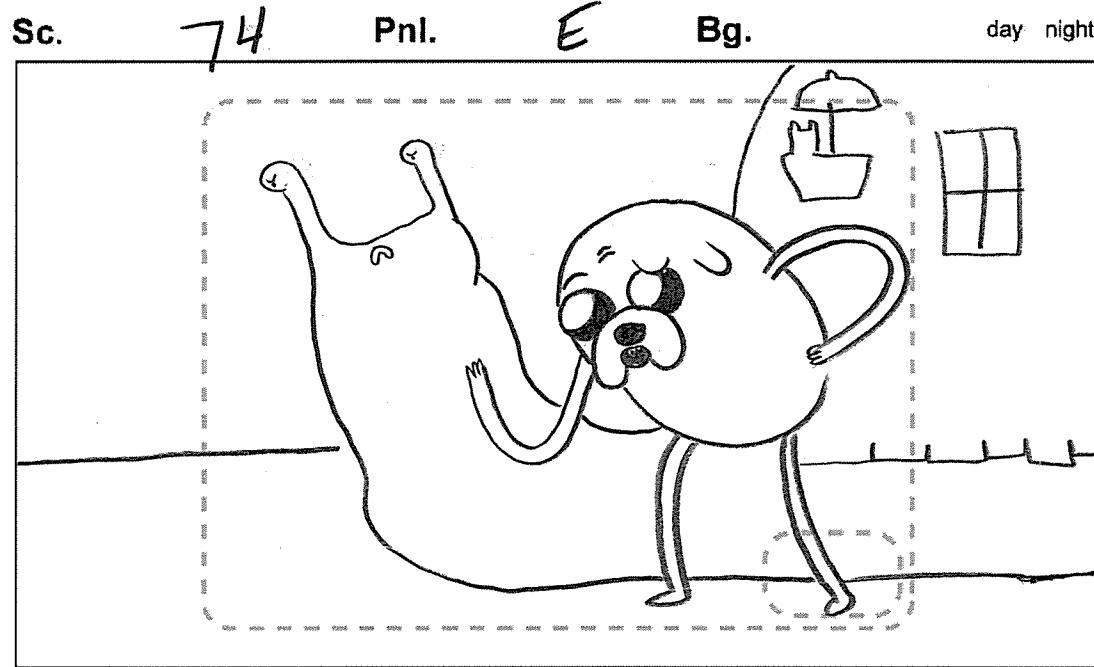
100232

Production :

ADVENTURE TIME



Page 80



Dialog:

J- YOU GOTTA GET THAT UNDER CONTROL
('CAZ YOU'RE SCARIN' LADIES AND JACKIN'
UP OUR HOUSE)

Action:

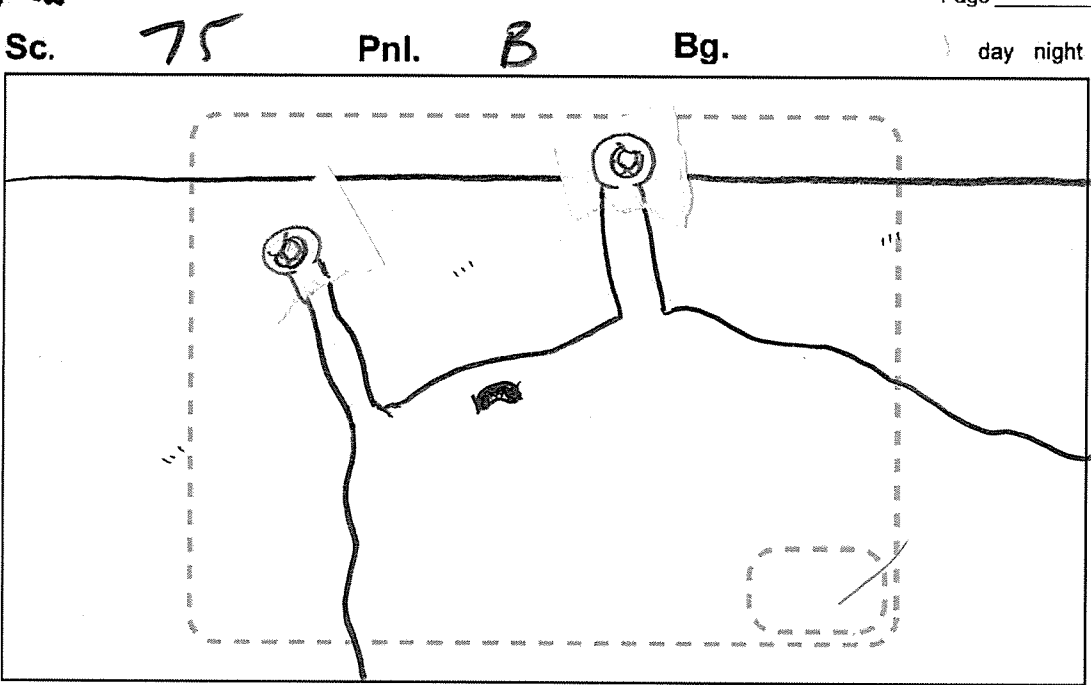
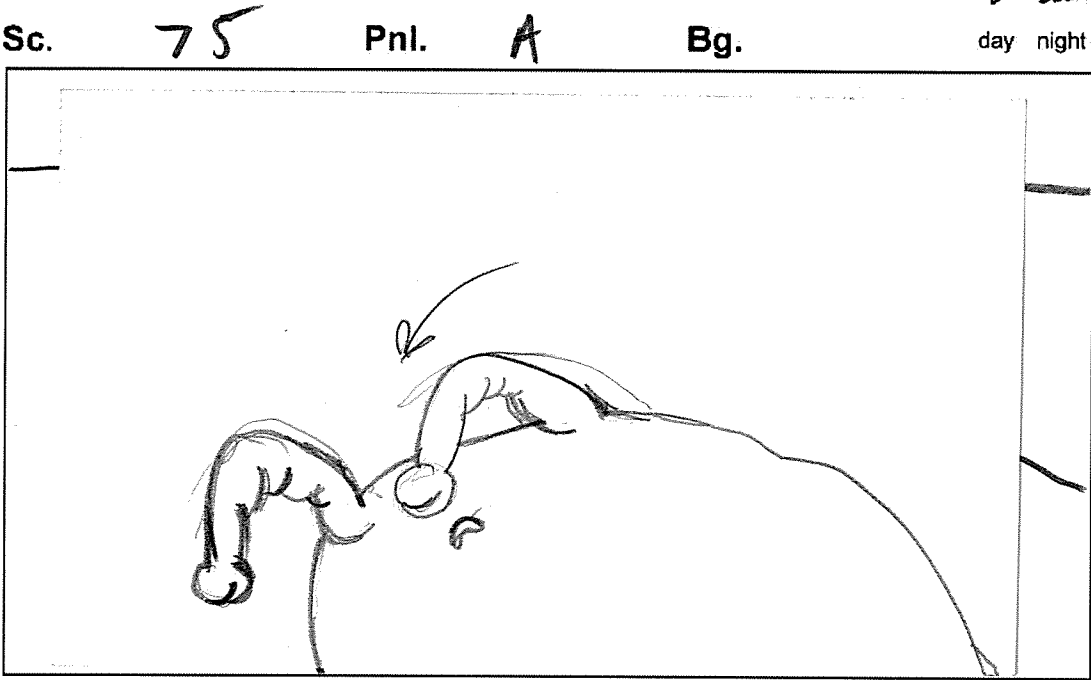
Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



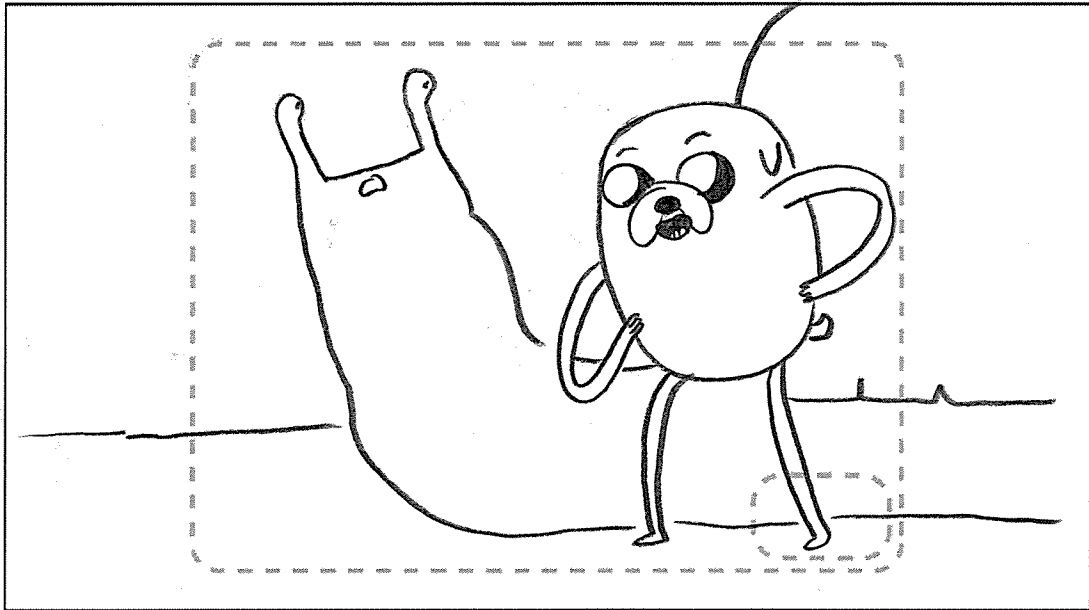
Dialog:	S- I KNOW, I'M SORRY.	S- ARE YOU GOING TO LEAVE ME?
Action:		
Timing:		

100232
EPISODE #
Production :

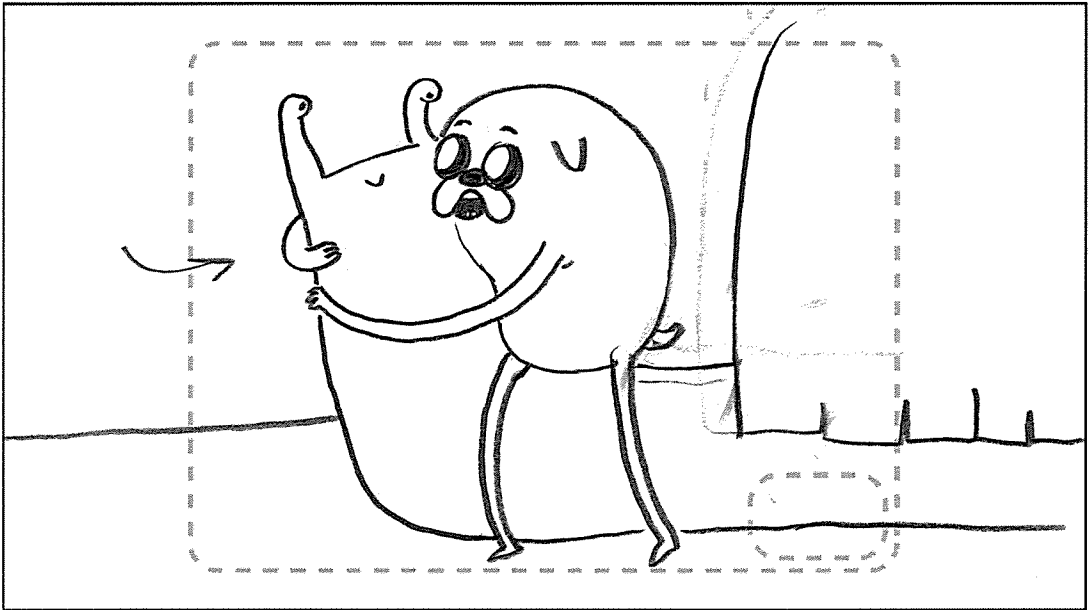
ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. 76 Pnl. B Bg. day night



Dialog:	J- ANNNW, WHO COULD leave you?	J- C' MERE YOU BIG HOT MESS.
Action:	JAKE GIVES SNORLOCK A HUG	
Timing:		

100232

EPISODE #

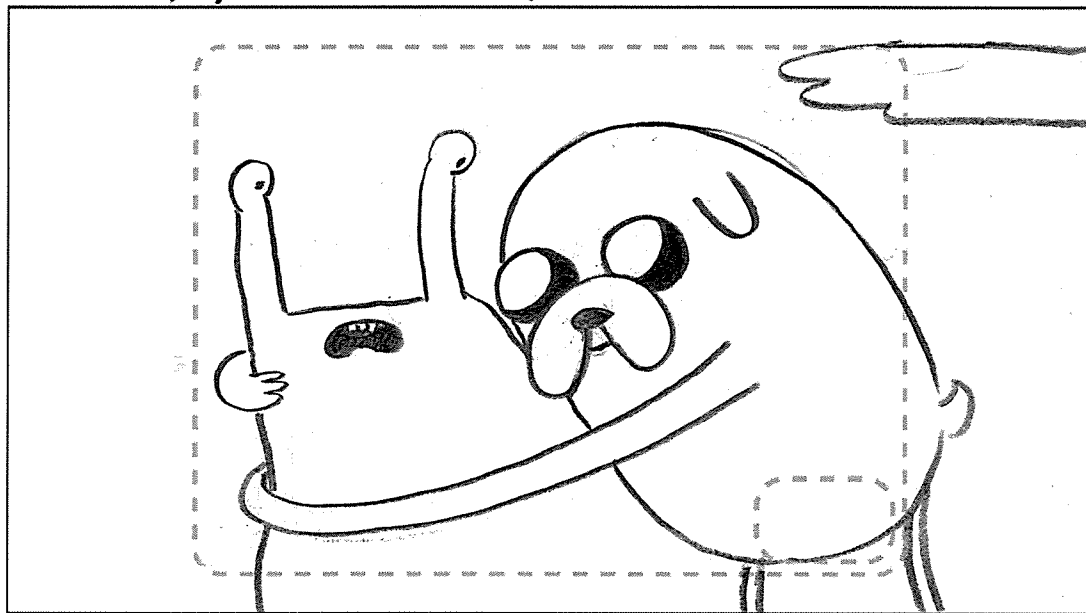
Production :

ADVENTURE TIME

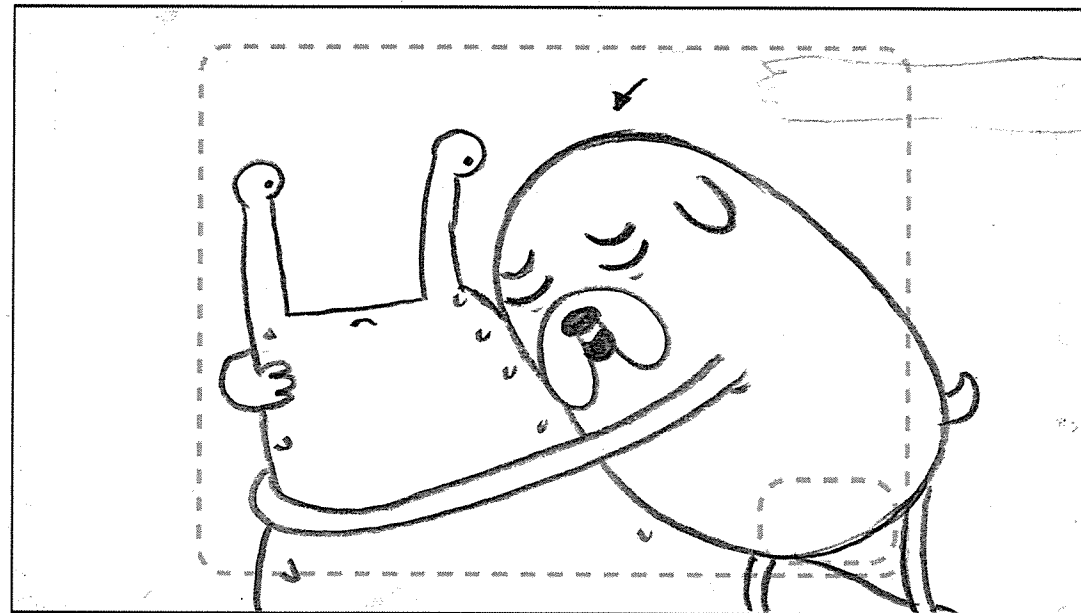


Page 83

Sc. 77 Pnl. A Bg. day night



Sc. 77 Pnl. B Bg. day night



Dialog:

S- THANK YOU FOR NOT LEAVING
ME.

J- YOUR INSECURITY IS WHAT
MAKES YOU ENDEARING.

Action:

JAKE HUGS SNORLOCK

Timing:

EPISODE #

100232

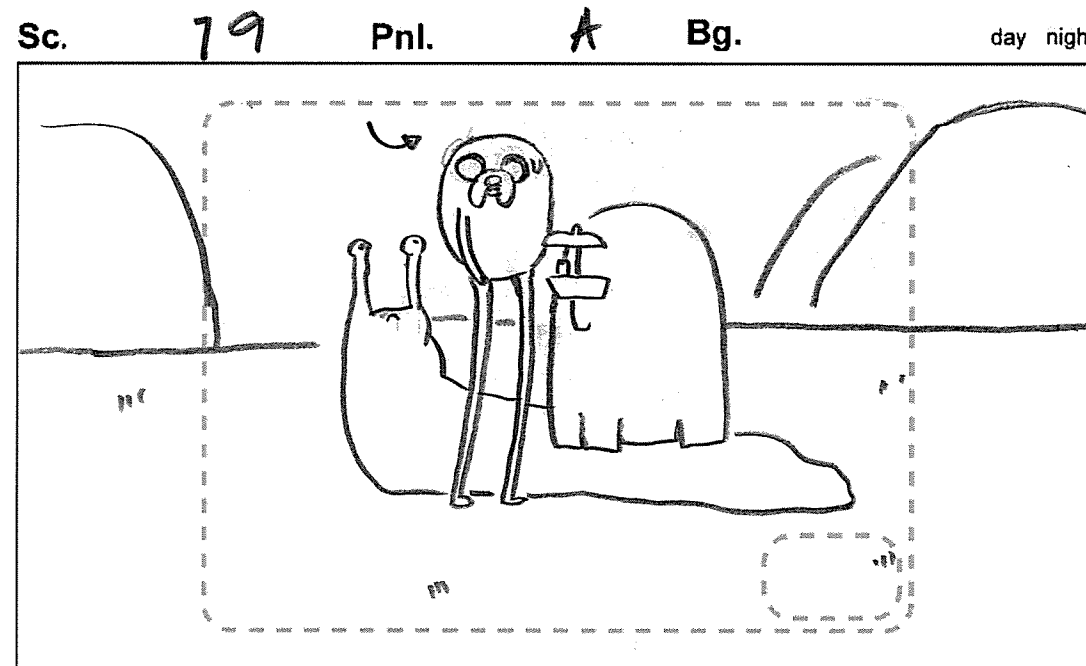
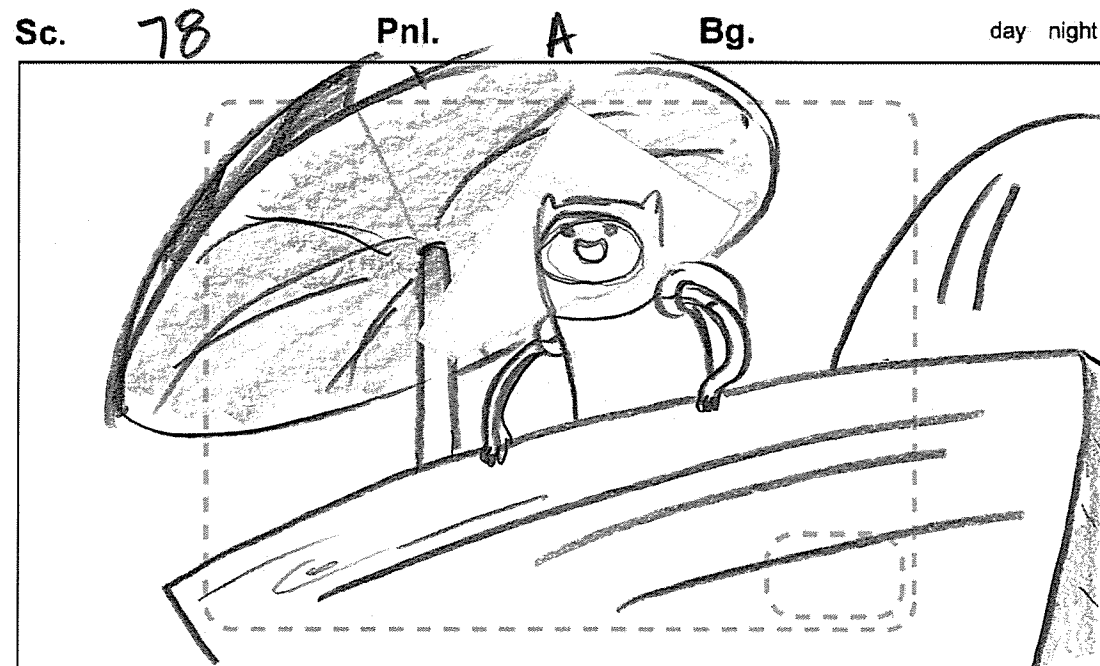
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 84



Dialog:

J- YEAH SNORLOCK

Action:

E: BREAK IT UP YOU TWO,
WE HAVE LADIES TO
ATTEND TO.

Timing:

100232

EPISODE #

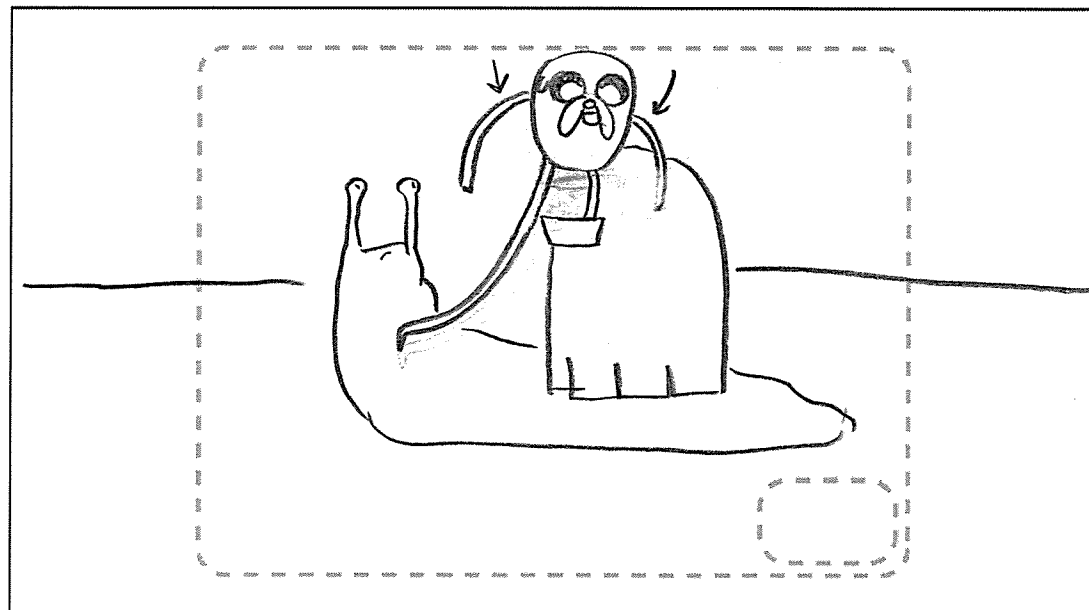
Production :

ADVENTURE TIME

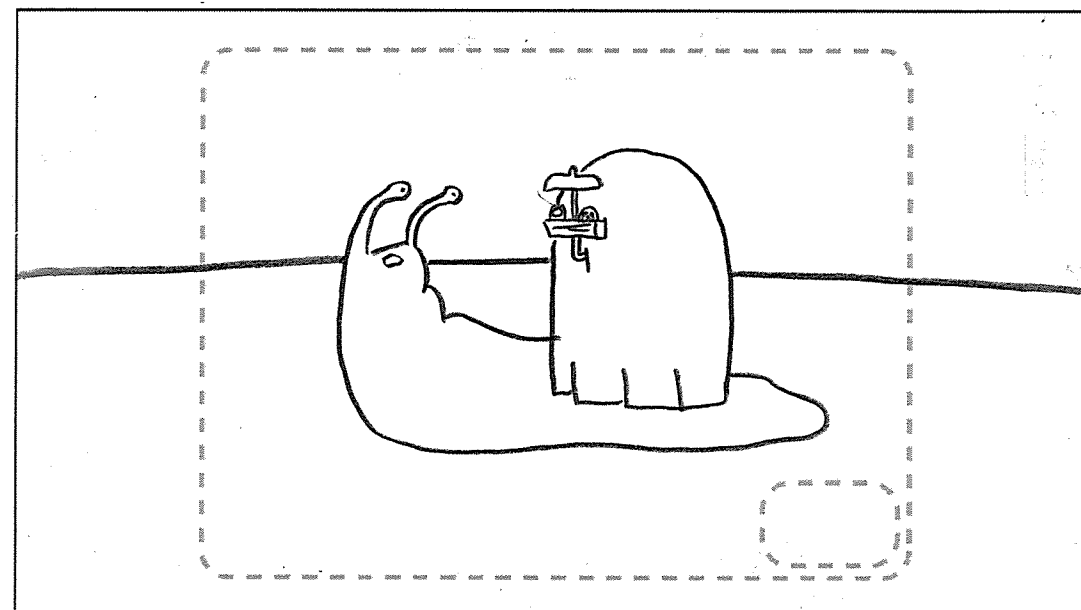


Page 85

Sc. 79 Pnl. B Bg. day night



Sc. 79 Pnl. C Bg. day night



Dialog:

J- WE GOTTA GET YOU TALKIN
TO LADIES

S- TALKIN TO LADIES IS
HARD.

Action:

JAKE SHRINKS DOWN INTO
CROW'S NEST

Timing:

EPISODE #

100232

Production :

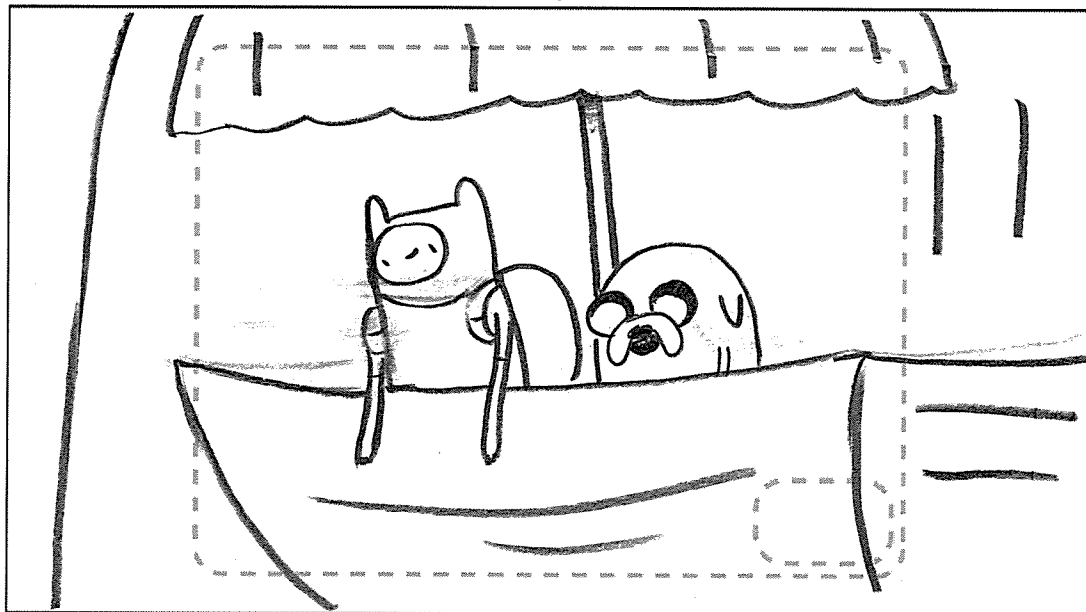
© 2000 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

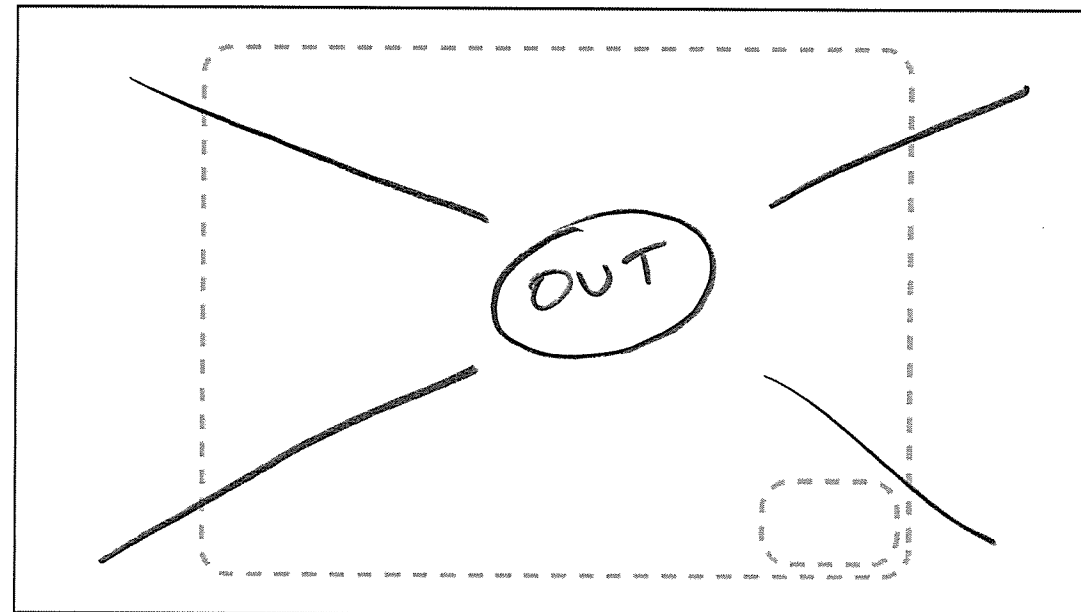


Page 86

Sc. 80 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

J- NO LT'S NOT
CHECK IT OUT SNORLOCK...

Action:

Timing:

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

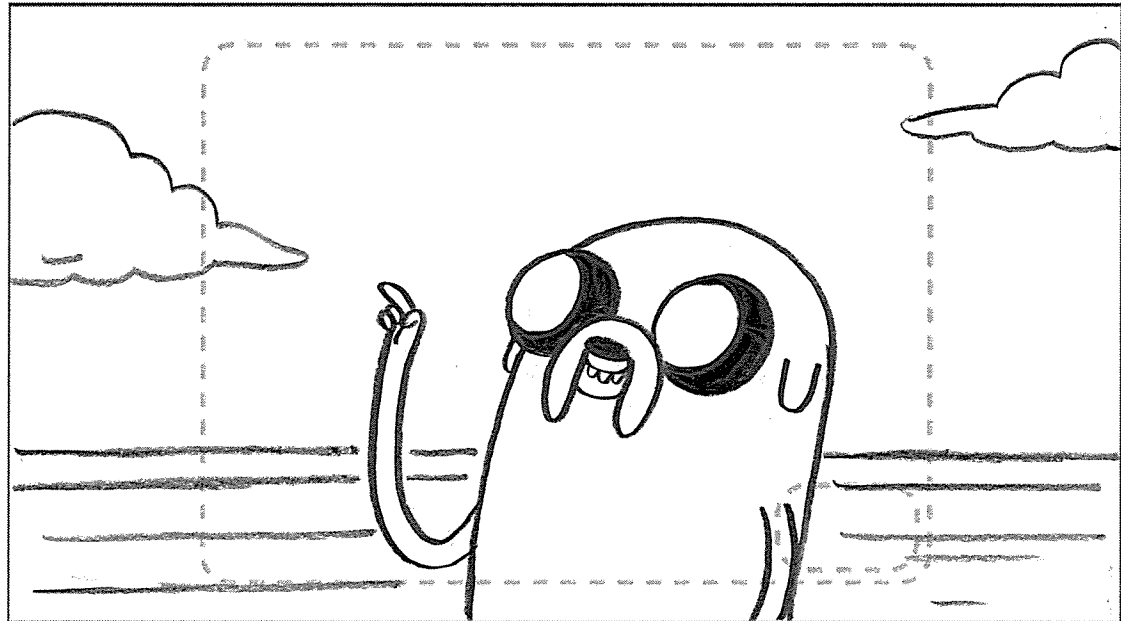


Sc. 81

Pnl. A

Bg.

day night

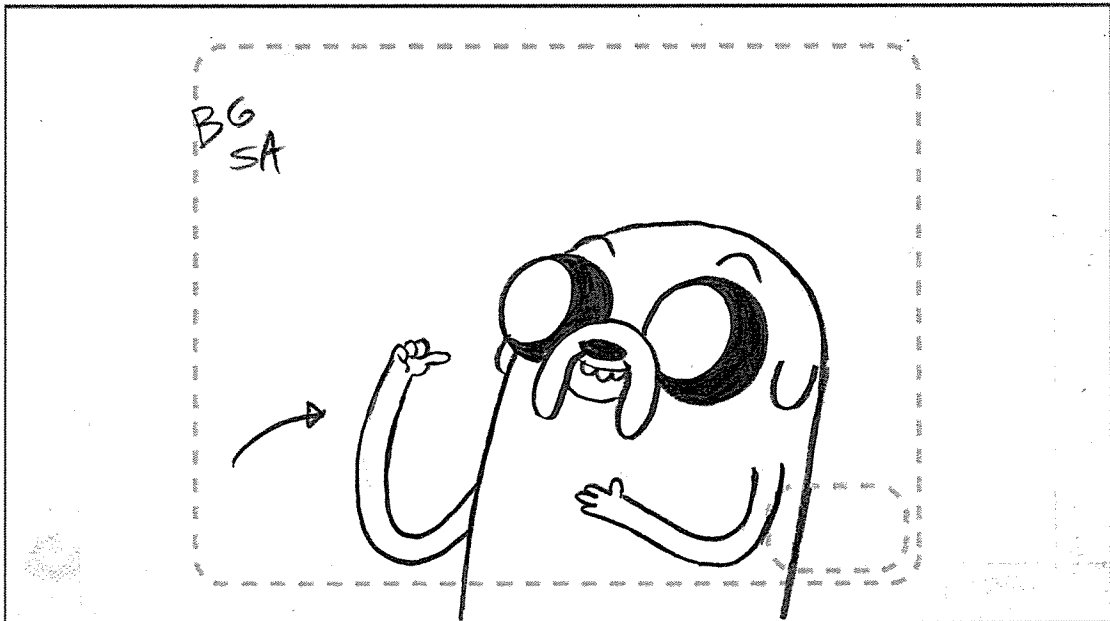


Sc. 81

Pnl. B

Bg.

day night



Dialog:

J/ FINN, YOU BE THE GUY SNAIL

J/ AND I'LL BE THE CHICK SNAIL.

Action:

Timing:

EPISODE # 100232
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



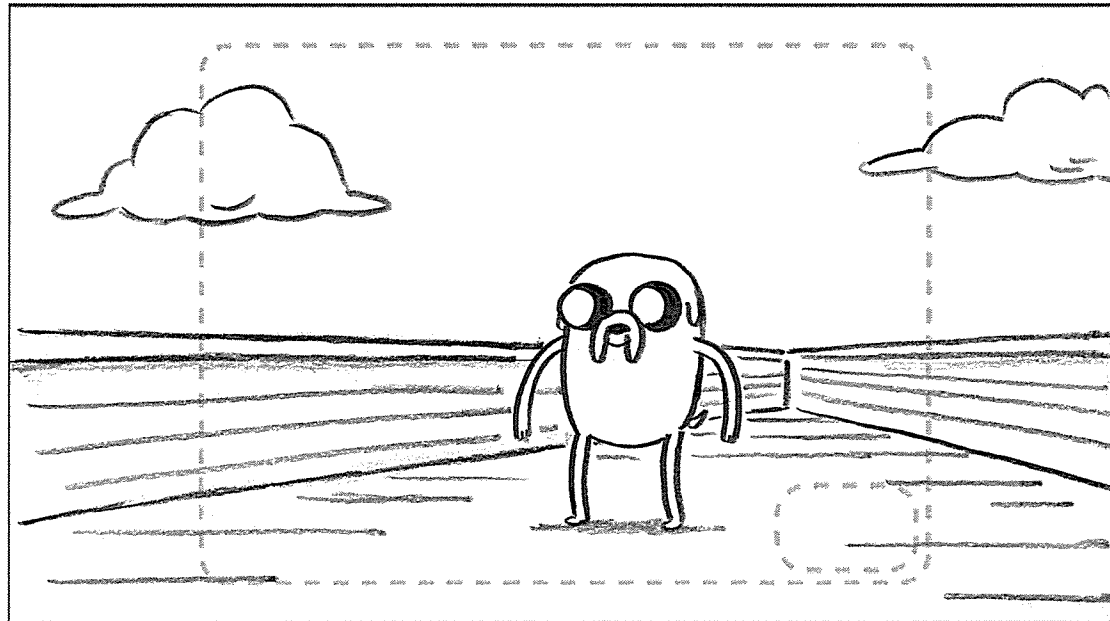
Page 88

Sc. 82

Pnl. A

Bg.

day night

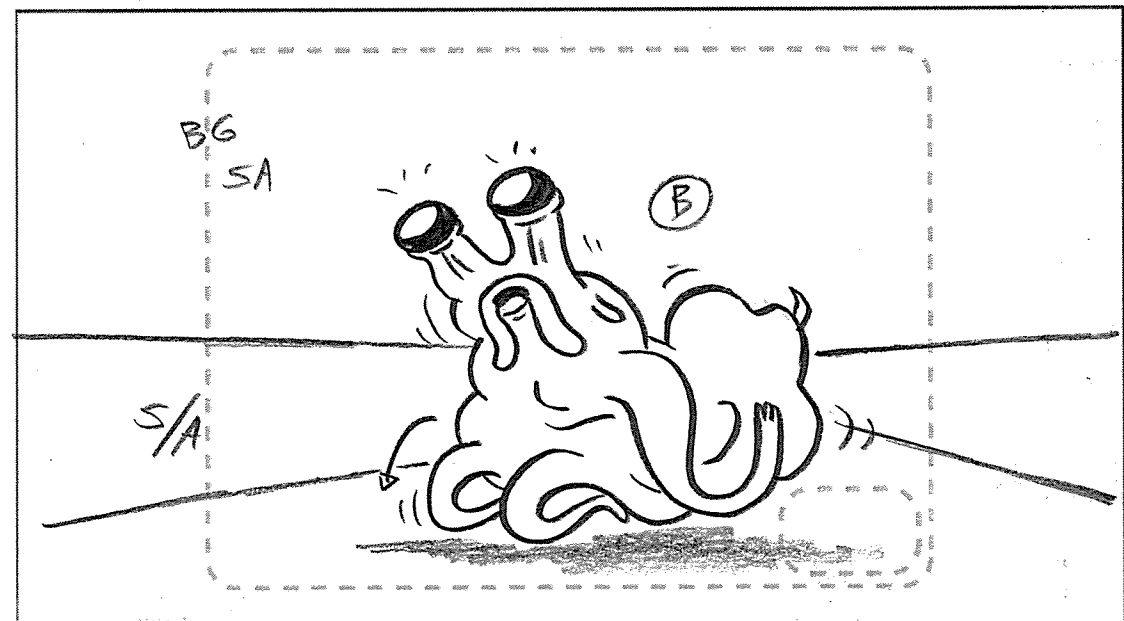


Sc. 82

Pnl. B

Bg.

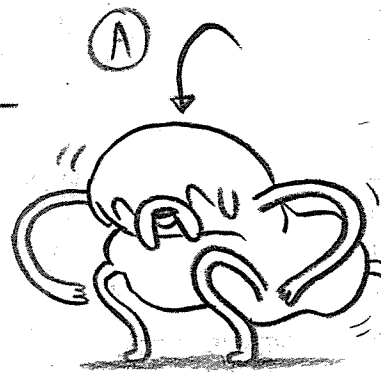
day night



Dialog:

Action:

Timing:



(MORPHS INTO A FEMALE SNAIL.)

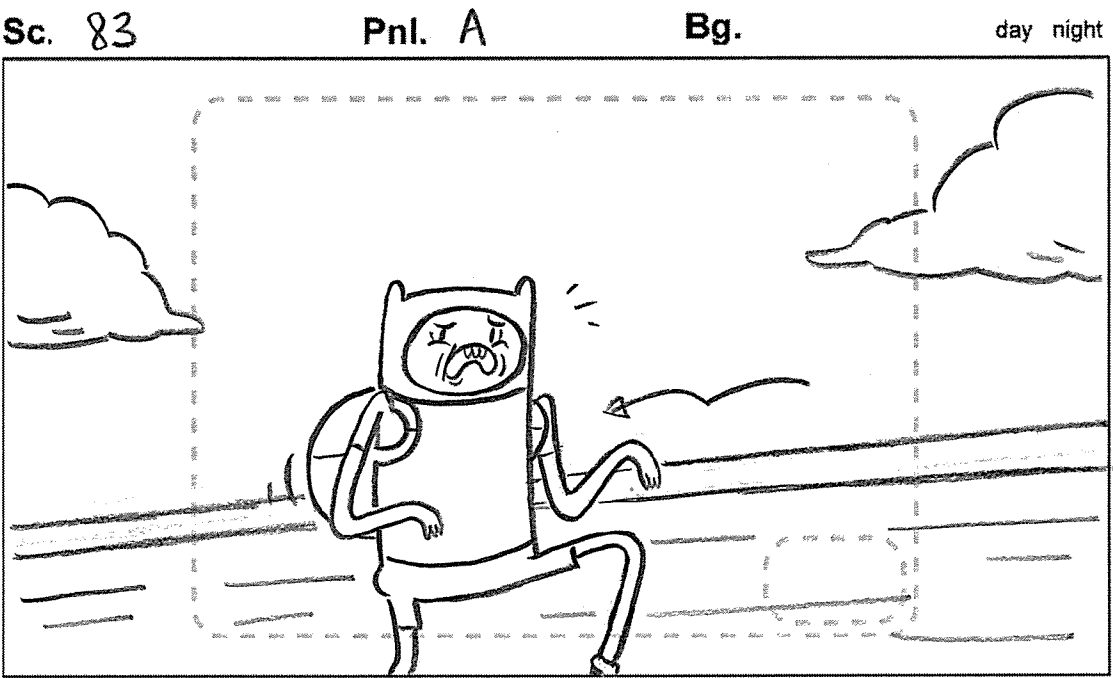
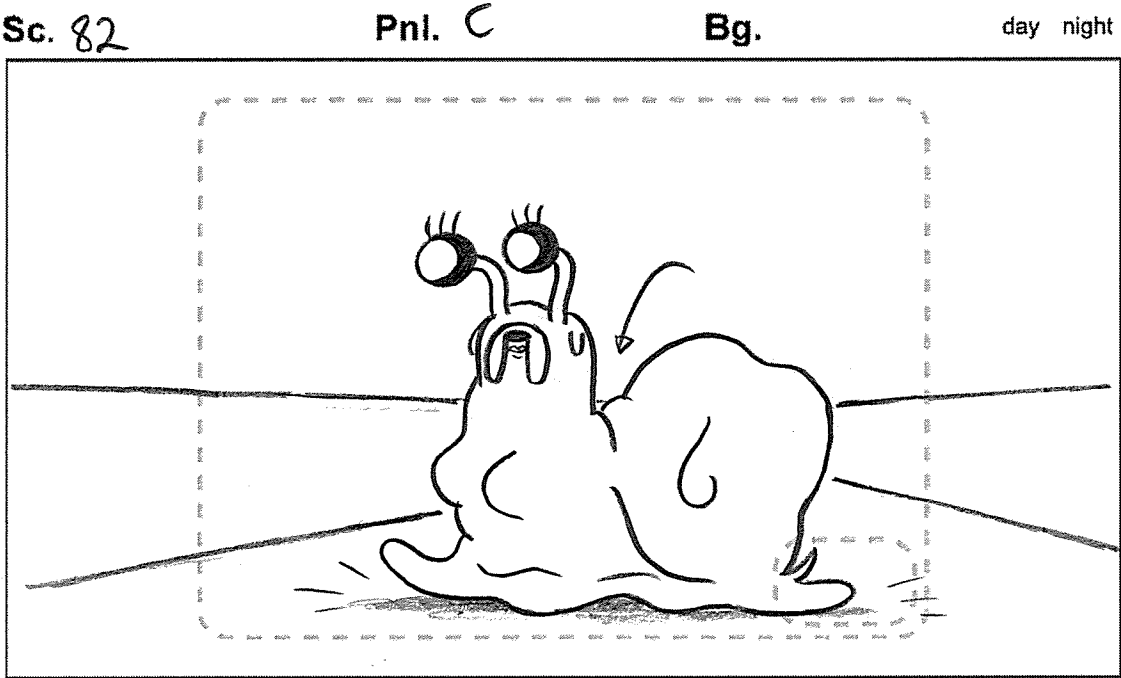
EPISODE #

100232

Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	F/ GUHH!
Action:	(FINN SHUDDERS AND BACKS) AWAY.
Timing:	

100232
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

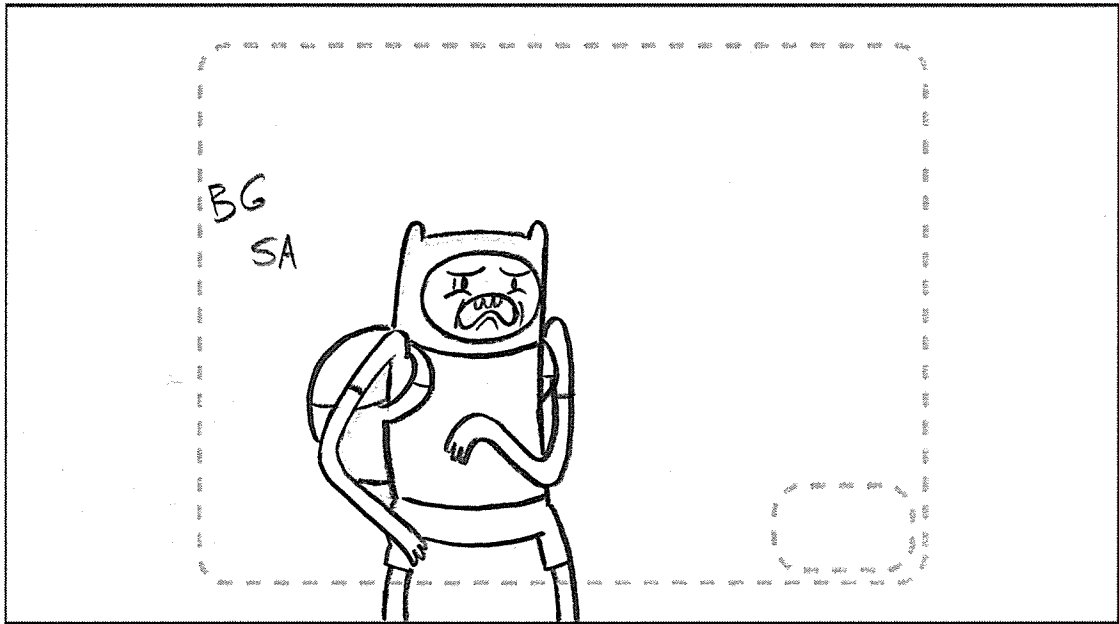


Sc. 83

Pnl. B

Bg.

day night

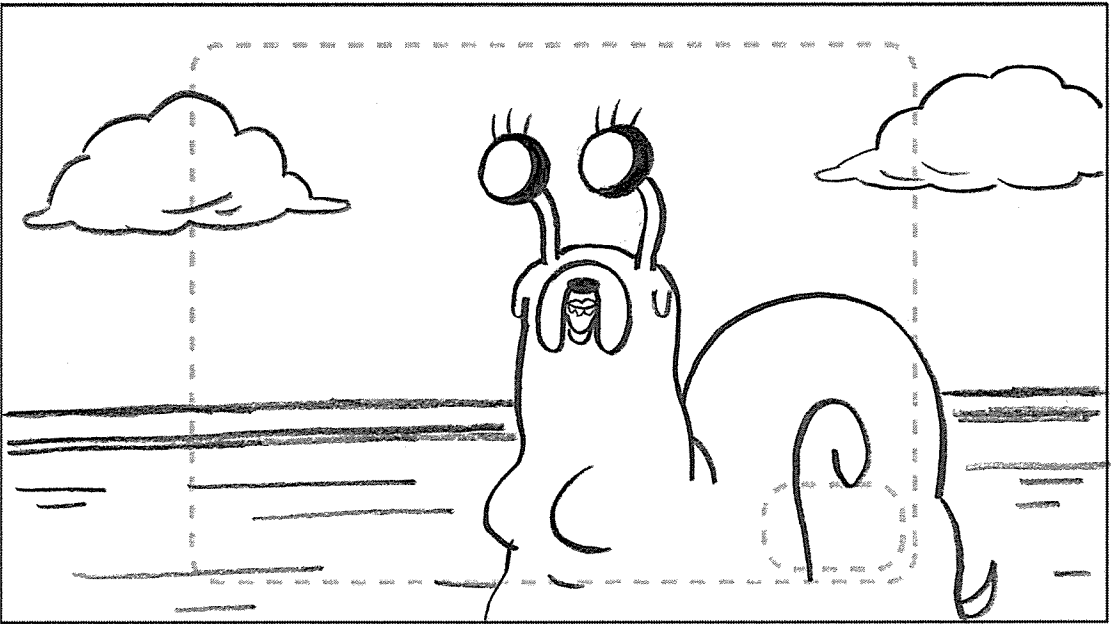


Sc. 84

Pnl. A

Bg.

day night



Dialog:	F/ DO I HAVE TO?	J/ COME ON, MAN - WE'RE JUST PRETENDING.
Action:		
Timing:		

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

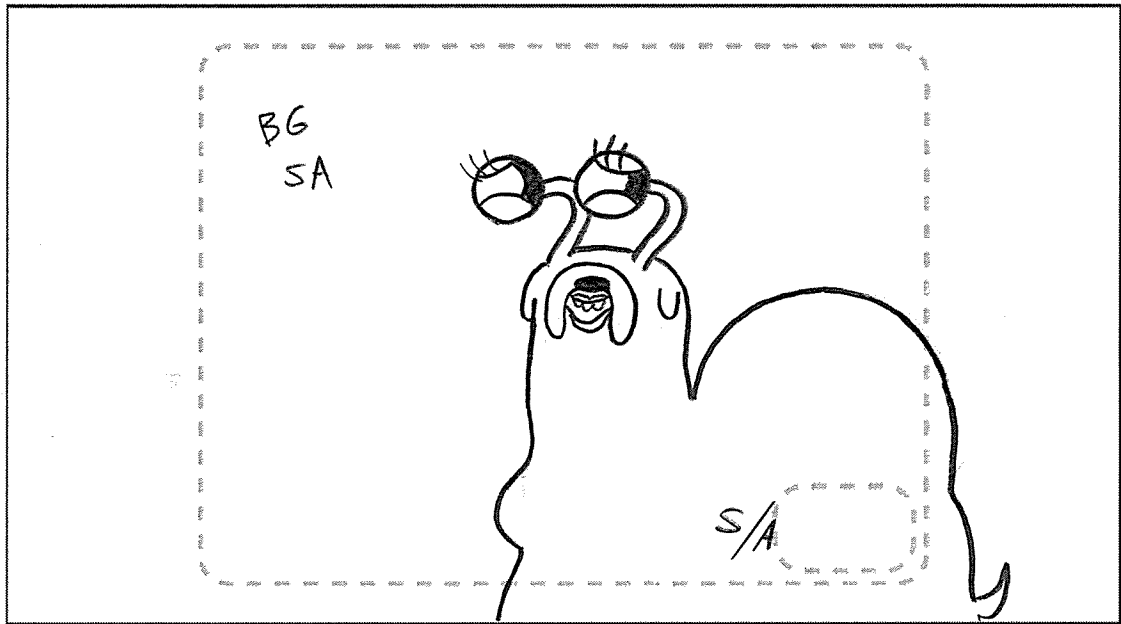


Sc. 84

Pnl. B

Bg.

day night

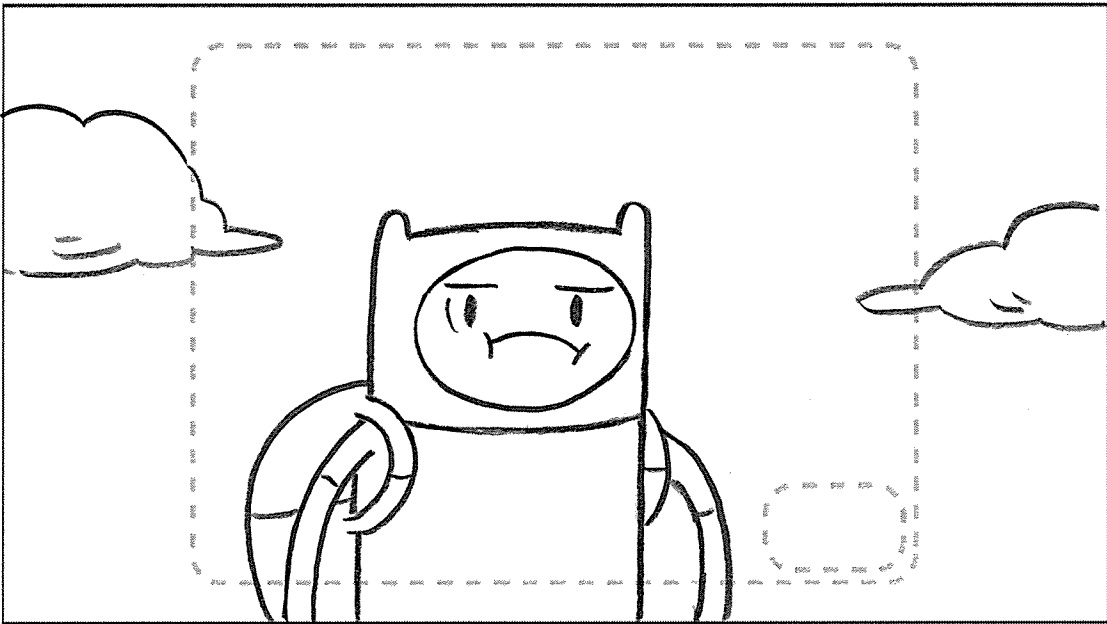


Sc. 85

Pnl. A

Bg.

day night



Dialog:

J/ DO IT FOR LOVE

Action:

Timing:

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



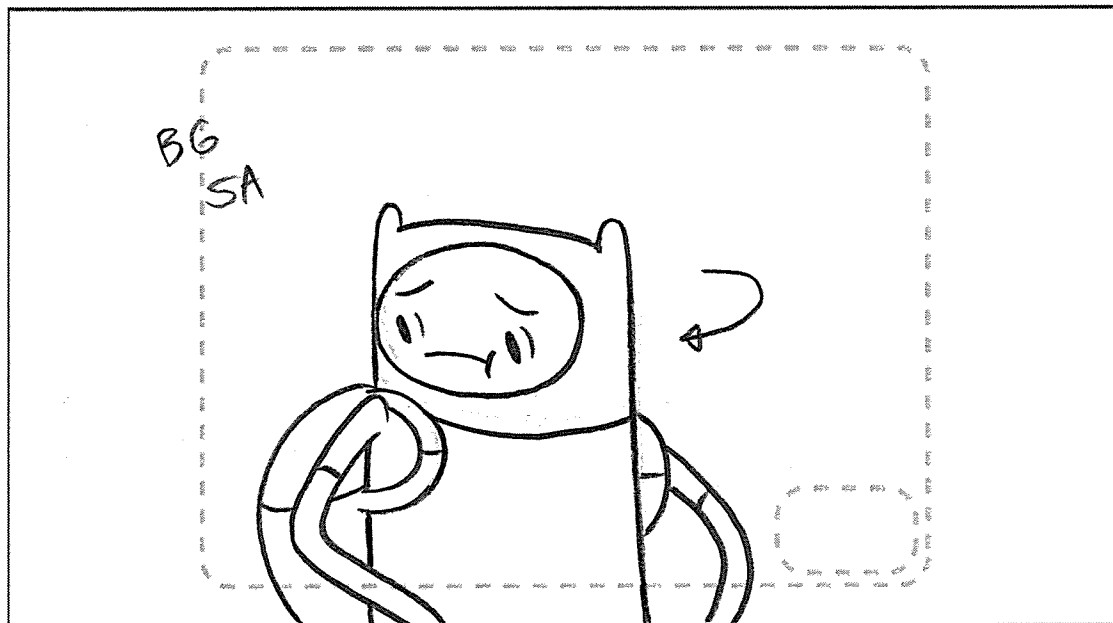
Page 92

Sc. 85

Pnl. B

Bg.

day night

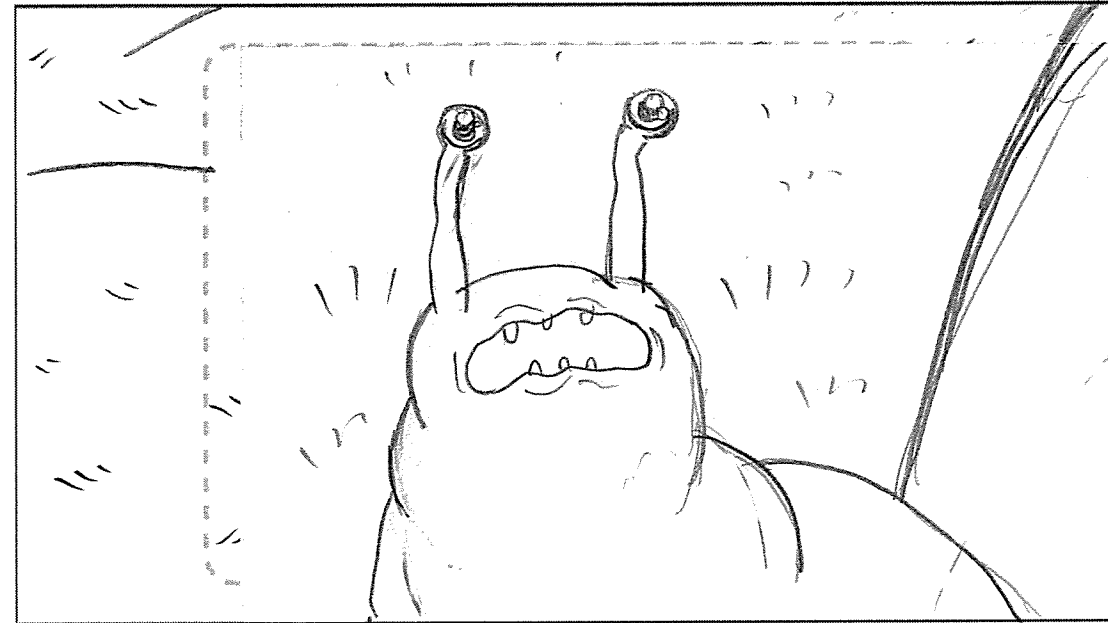


Sc. 86

Pnl. A

Bg.

day night



Dialog:

S(O.S.) / = WHIMPER <

Action:

(FINN LOOKS)

Timing:

Production :

EPISODE # 100232

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

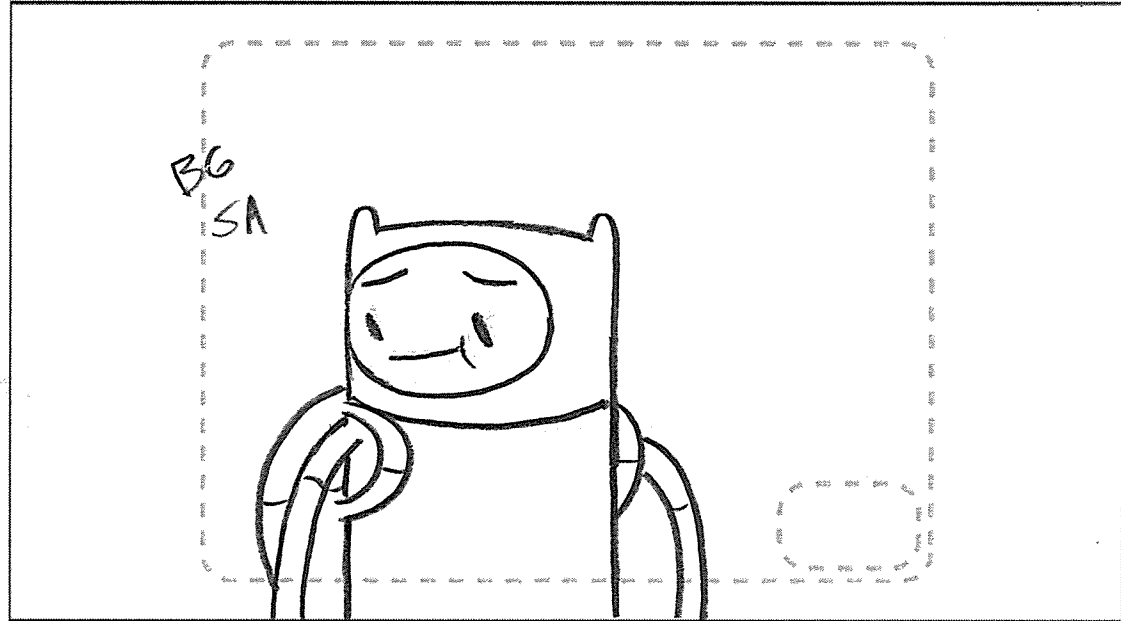


Sc. 87

Pnl. A

Bg.

day night

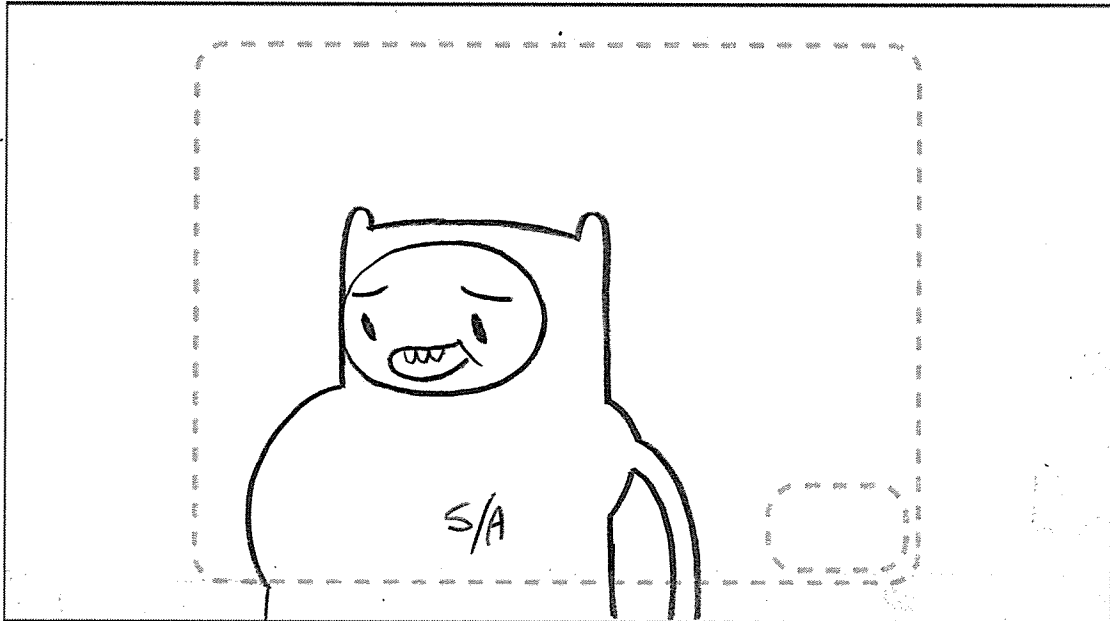


Sc. 87

Pnl. B

Bg.

day night

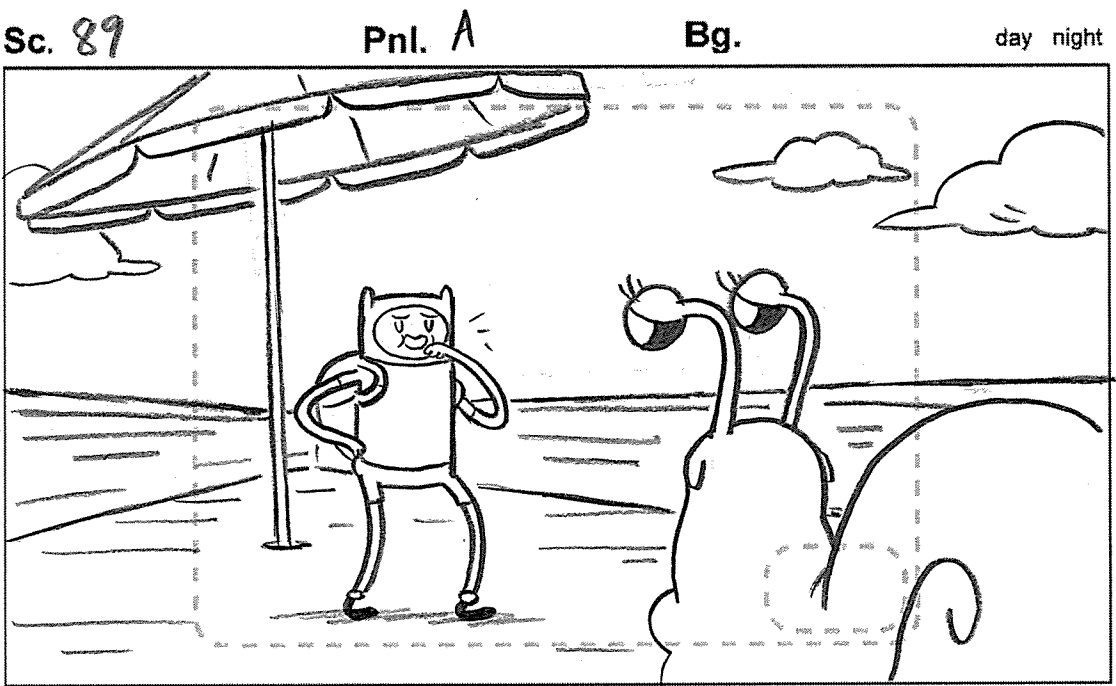
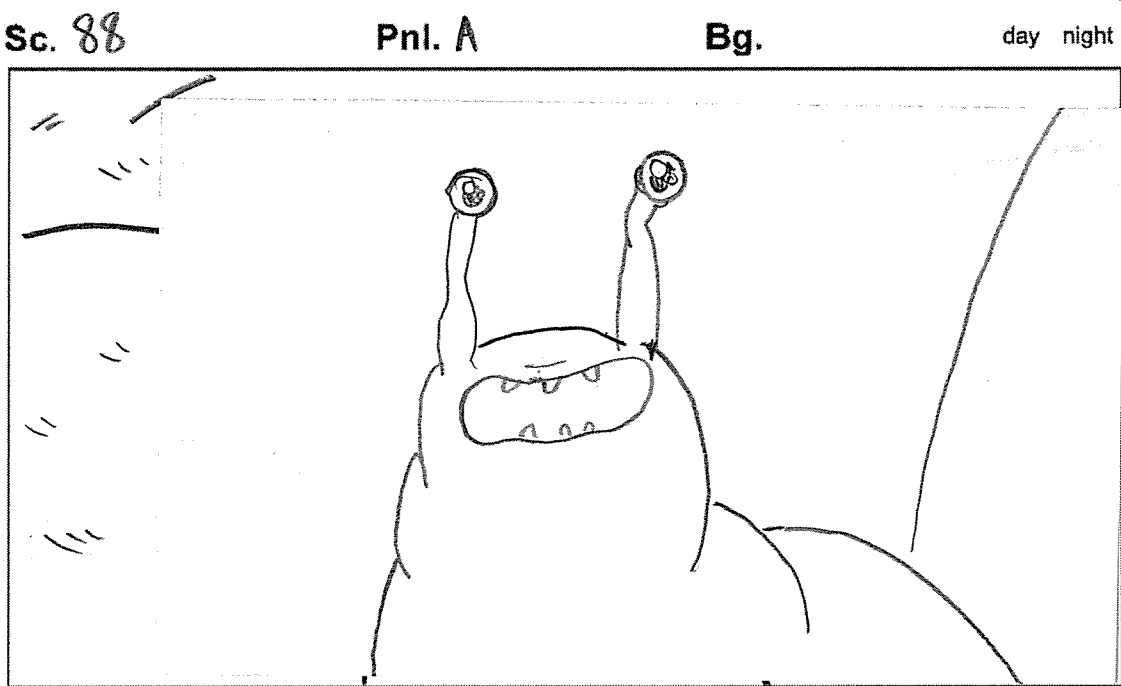


Dialog:	F/ OKAY...
Action:	
Timing:	

EPISODE # 100232
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	F(O.S.)/ I'LL DO IT FOR THIS GUY...	F/ =AHEM=
Action:		
Timing:		

100232
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



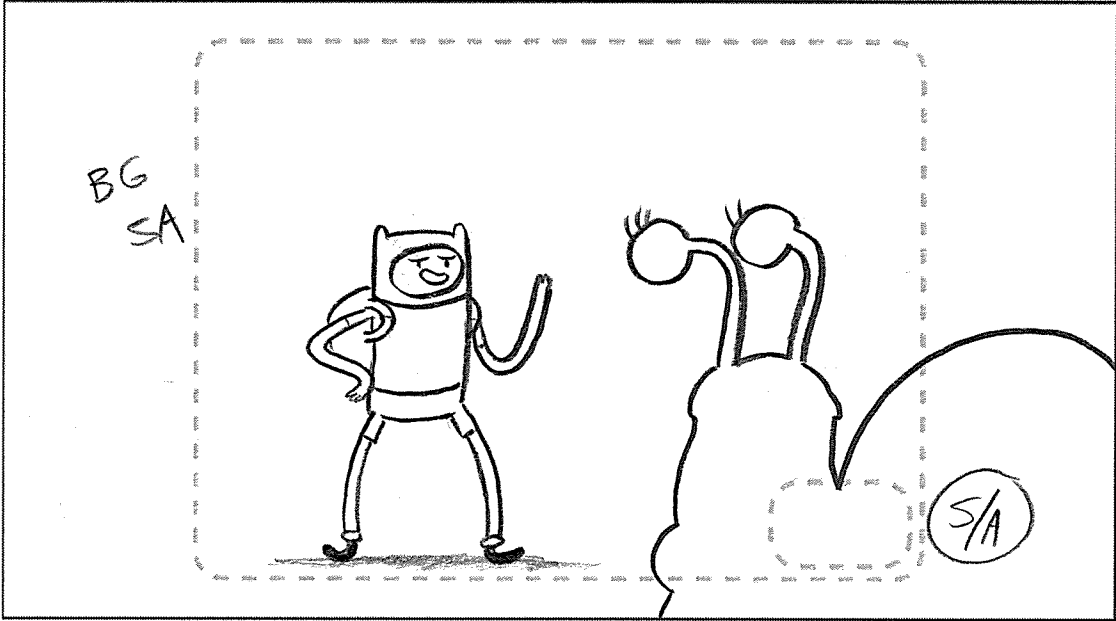
Page 95

Sc. 89

Pnl. B

Bg.

day night

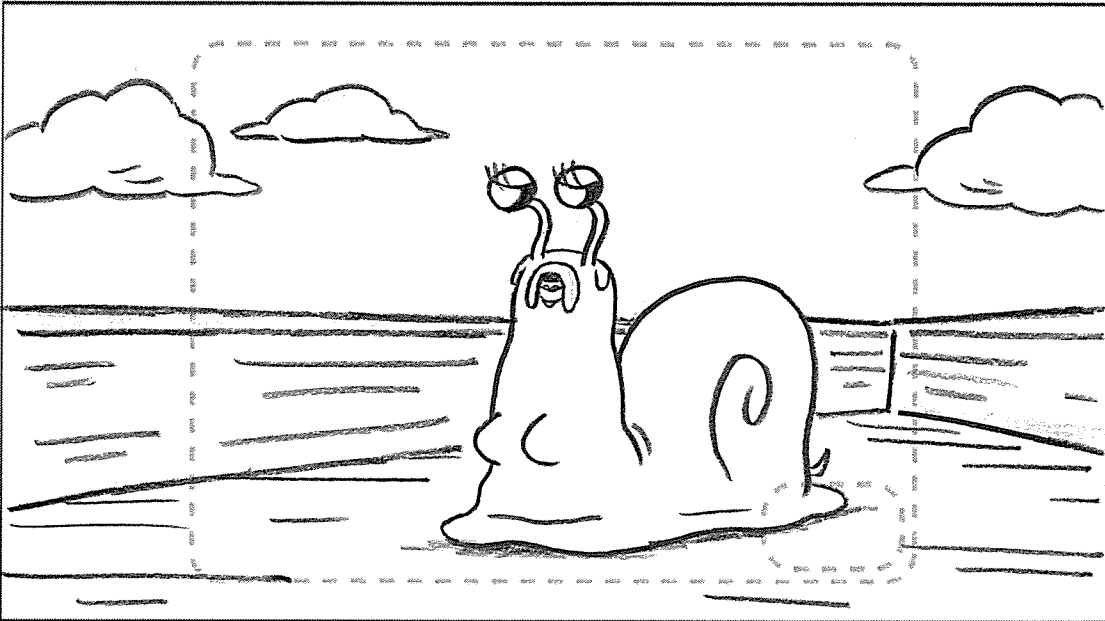


Sc. 90

Pnl. A

Bg.

day night



Dialog:

F/ WHAT'S UP, LADY SNAIL?

J/ WELL...
(MIMICKING LADY VOICE)

Action:

Timing:

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

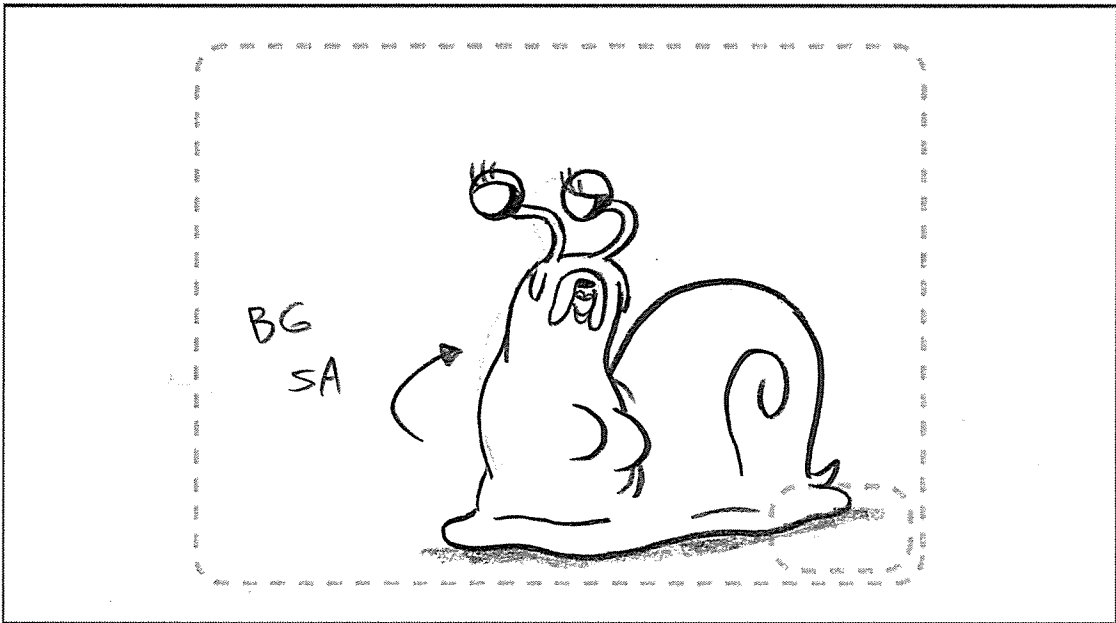


Sc. 90

Pnl. B

Bg.

day night

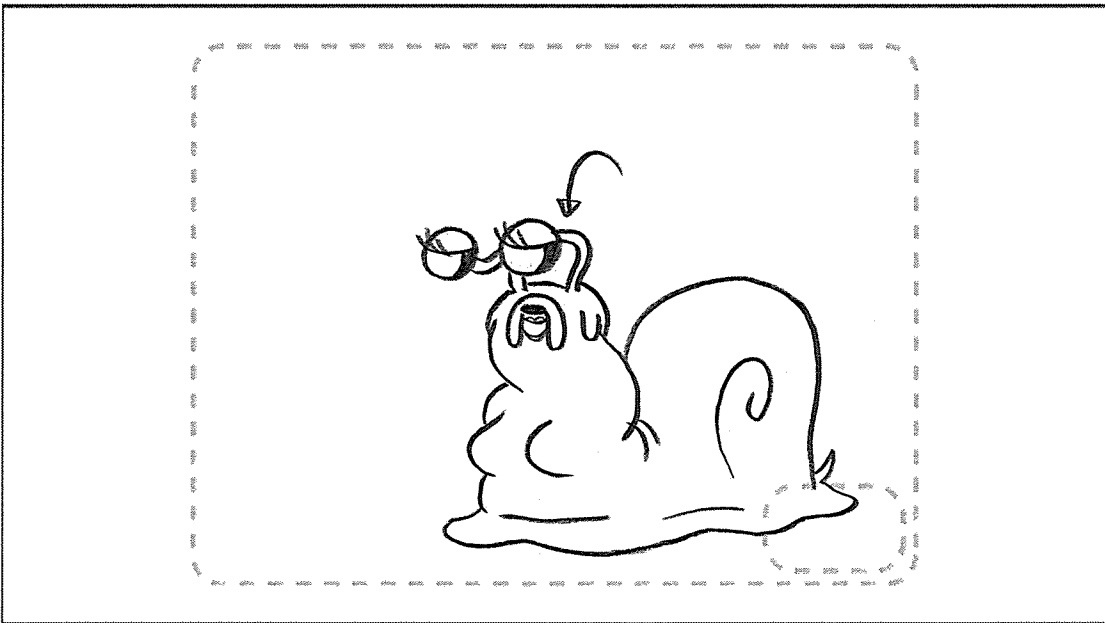


Sc. 90

Pnl. C

Bg.

day night



Dialog:

J/ - I'M JUST SITTING HERE...

J/ THINKIN' BOUT...

Action:

Timing:

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

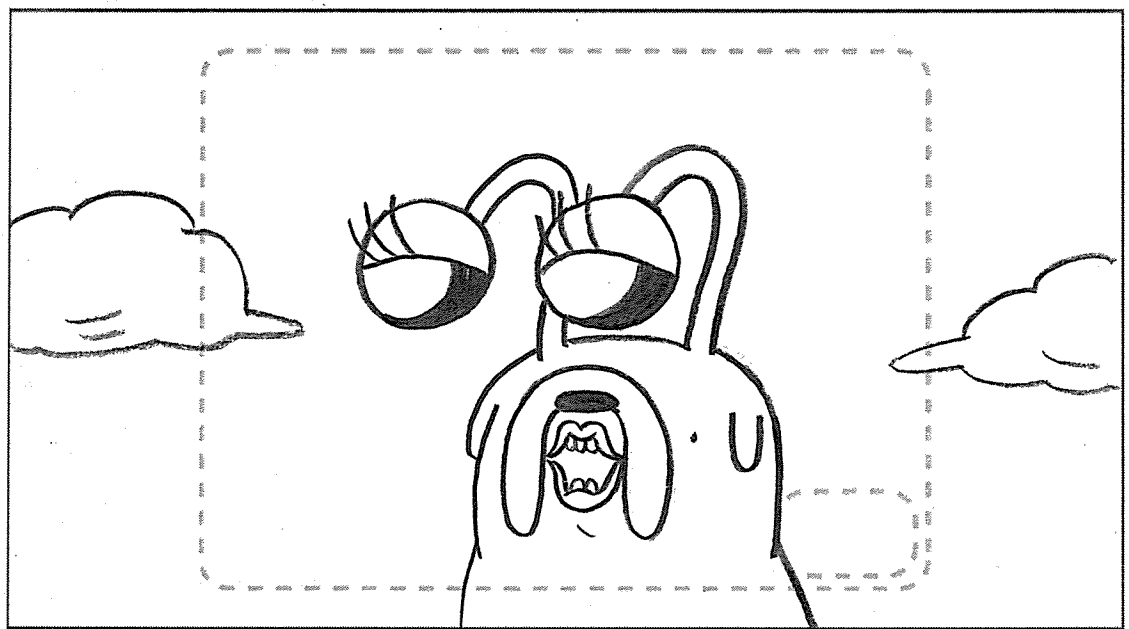


Sc. 91

Pnl. A

Bg.

day night

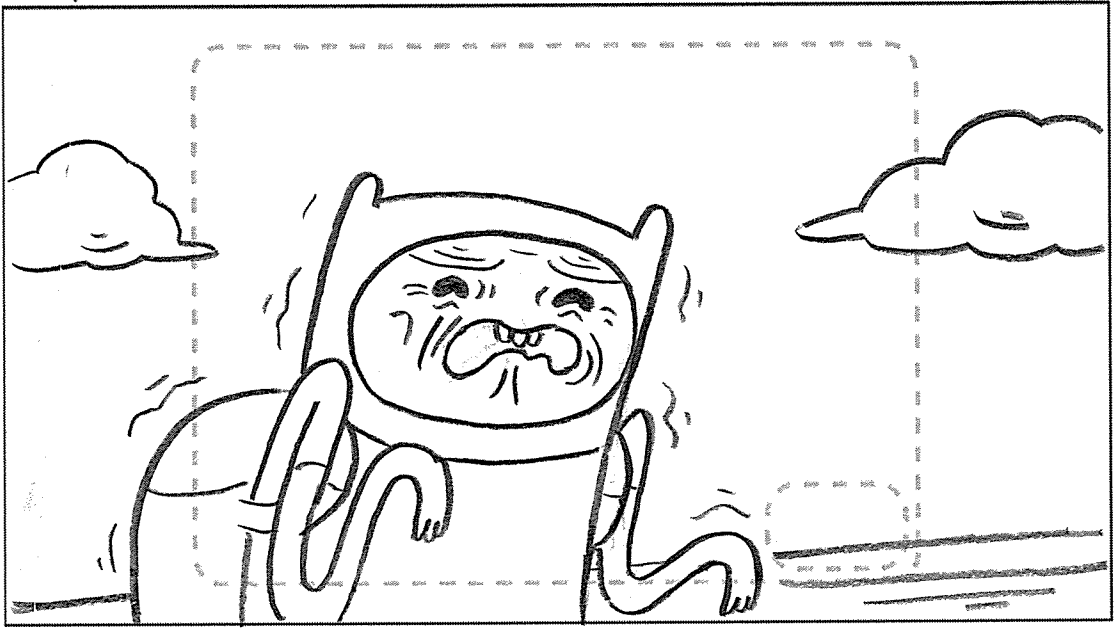


Sc. 92

Pnl. A

Bg.

day night



Dialog:	J/- MATING WITH SNAILS...	F/ UGGGH...
Action:	(FINN SHUDDERS.)	
Timing:		

EPISODE # 100232
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

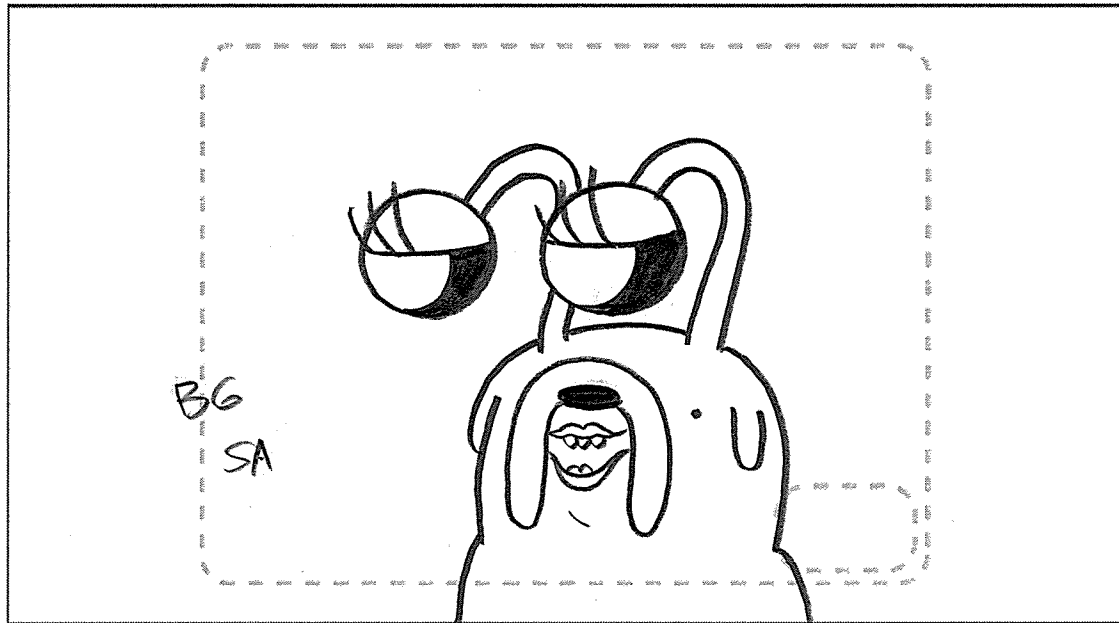


Sc. 93

Pnl. A

Bg.

day night

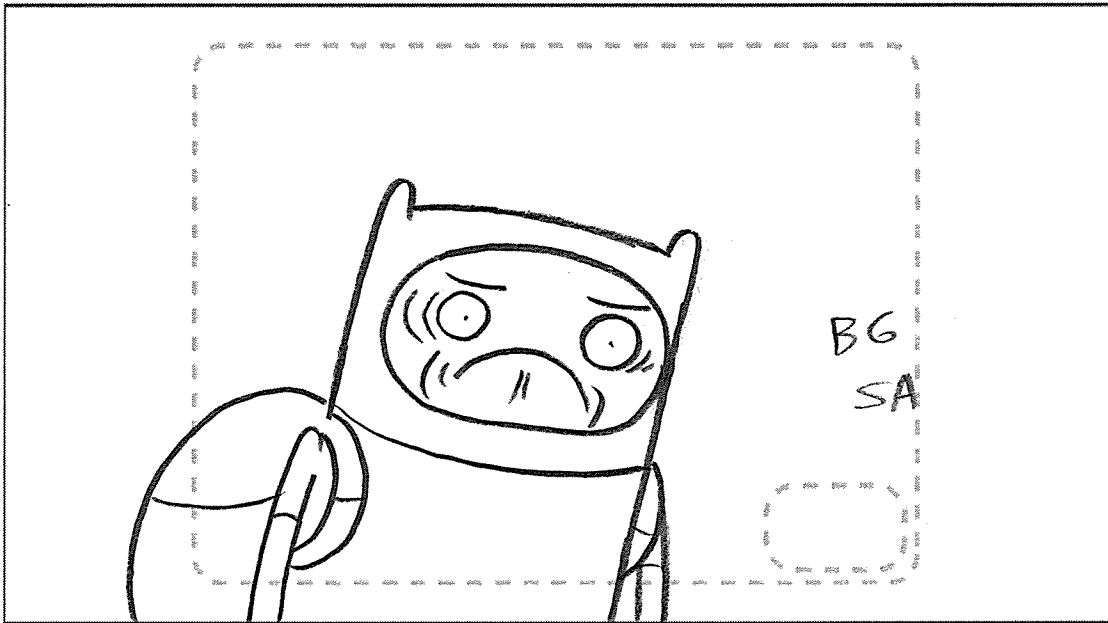


Sc. 94

Pnl. A

Bg.

day night



Dialog:	J/ YA LIKE THAT?
Action:	
Timing:	

EPISODE # 100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

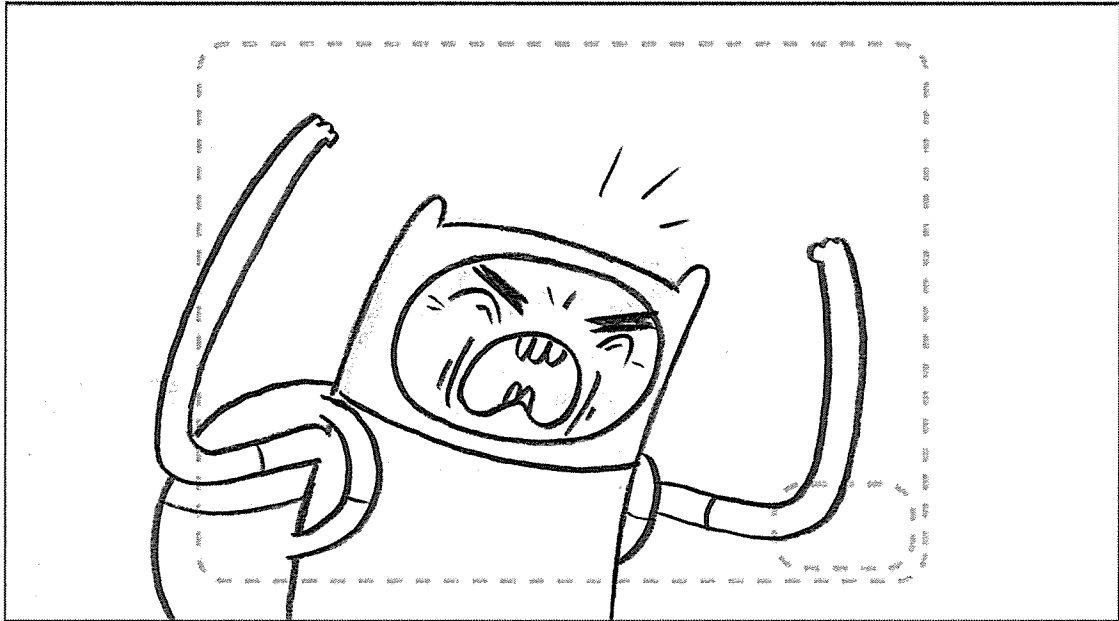


Sc. 94

Pnl. B

Bg.

day night

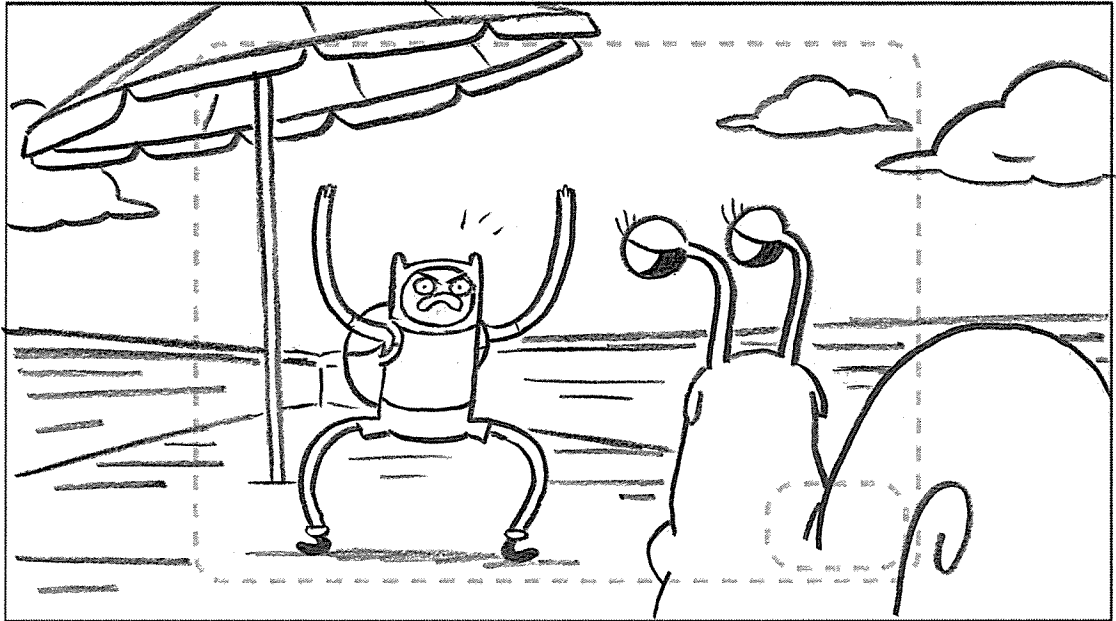


Sc. 95

Pnl. A

Bg.

day night



Dialog:	F/ UGH NO!!	F/ I CAN'T DO THIS, MAN!
Action:		
Timing:		

EPISODE # 100232
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



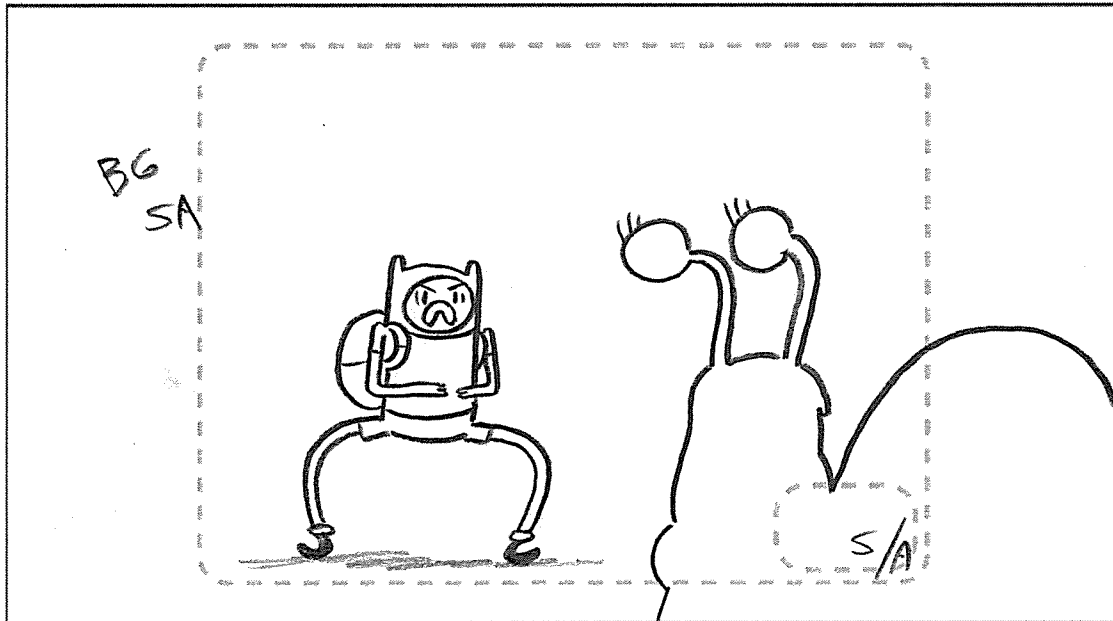
Page 100

Sc. 95

Pnl. B

Bg.

day night

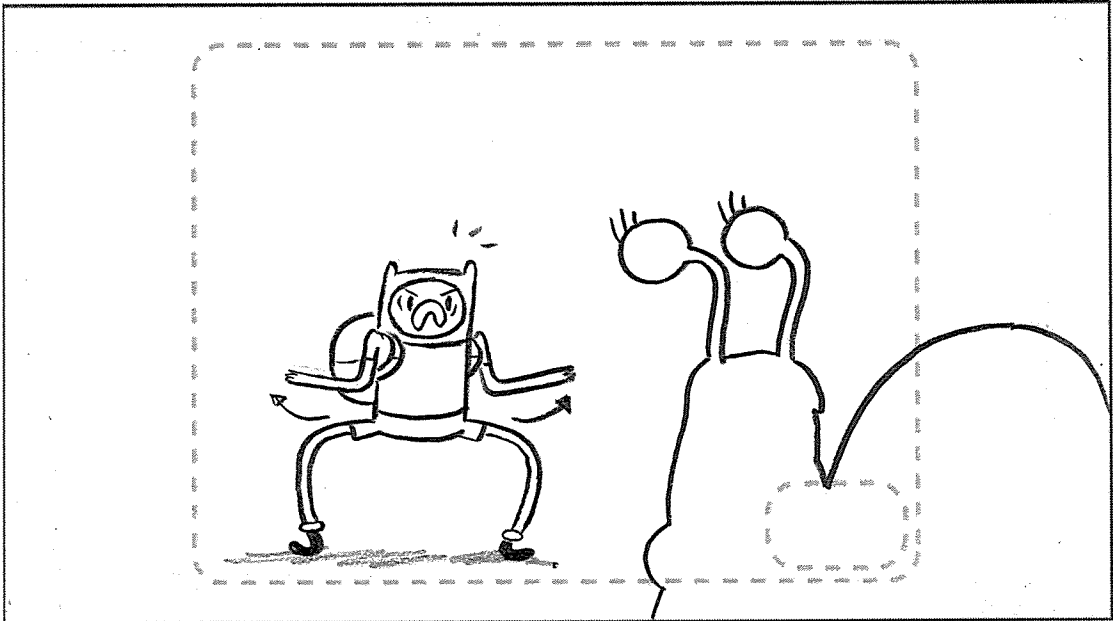


Sc. 95

Pnl. C

Bg.

day night



Dialog:

F/ I AM

F/- OUT!!

Action:

Timing:

Production :

EPISODE #

100232

ADVENTURE TIME



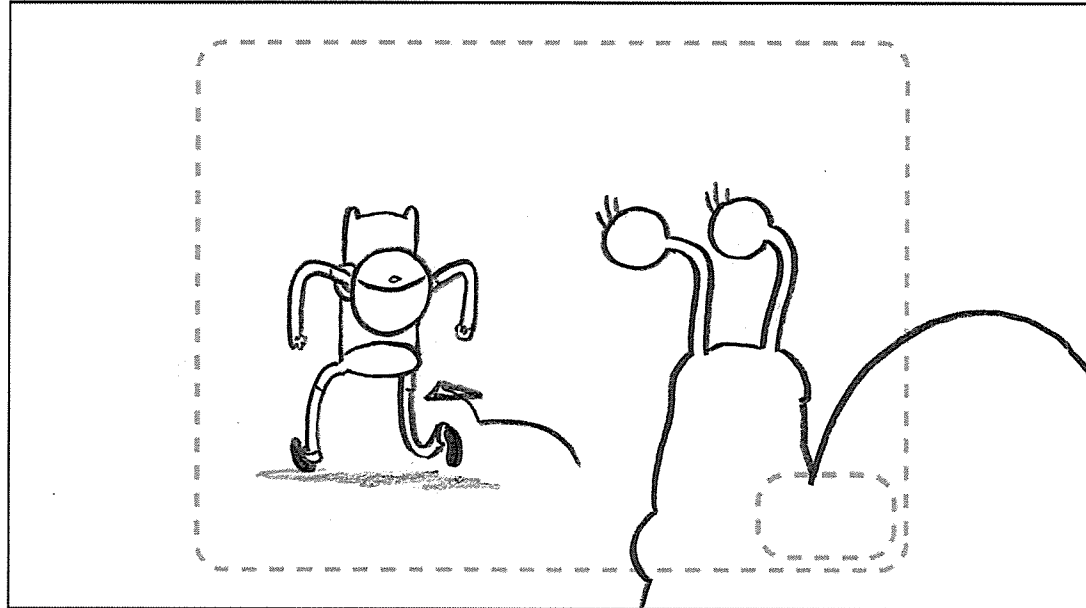
Page 101

Sc. 95

Pnl. D

Bg.

day night

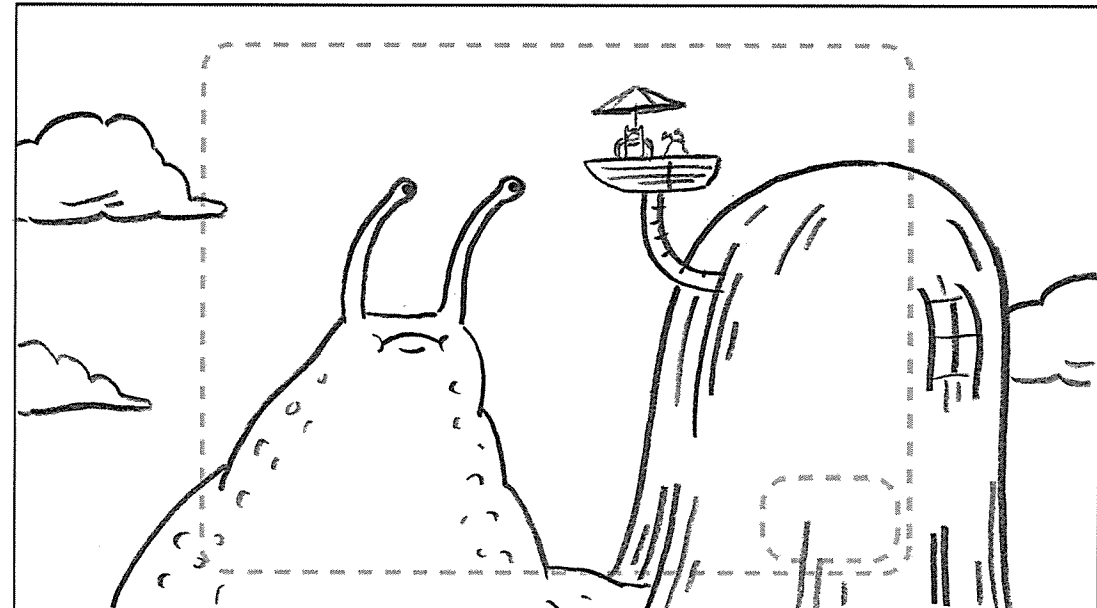


Sc. 96

Pnl. A

Bg.

day night



Dialog:

(BEAT)

Action:

Timing:

EPISODE #
100232

Production :

ADVENTURE TIME



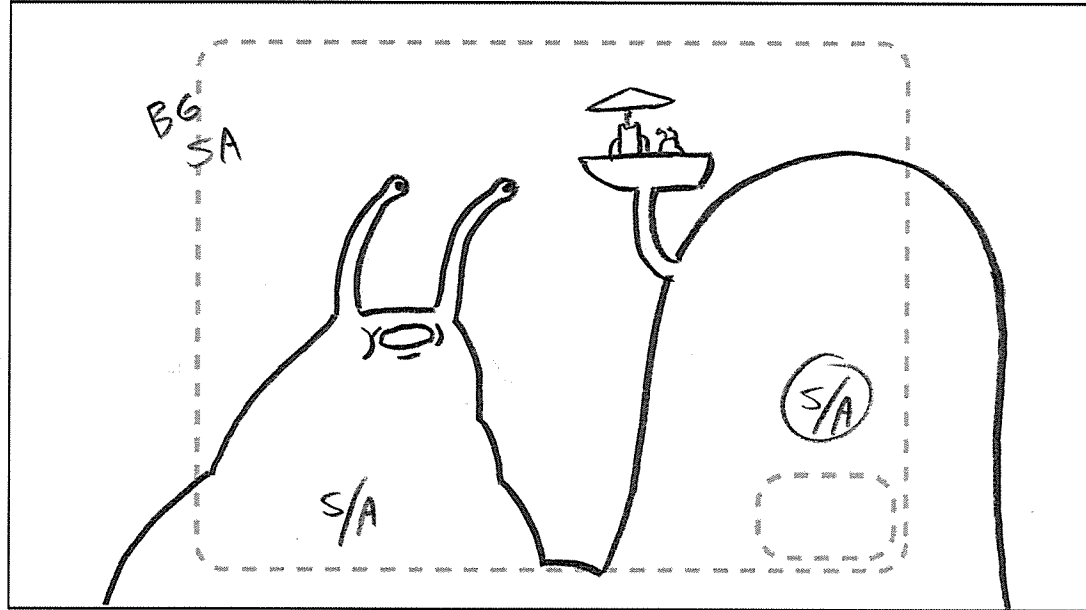
Page 102

Sc. 96

Pnl. B

Bg.

day night

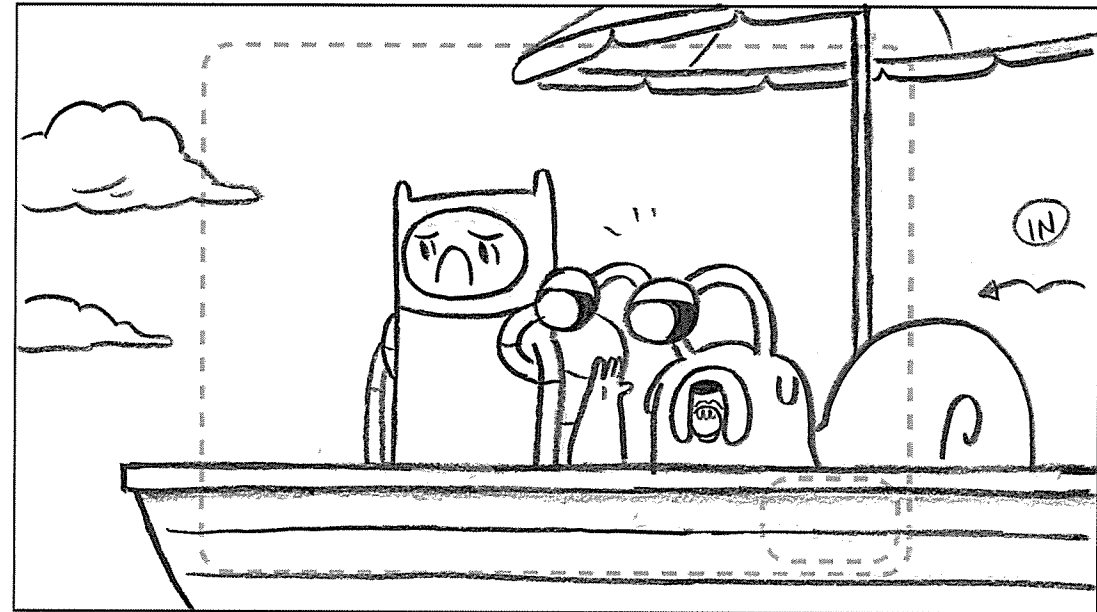


Sc. 97

Pnl. A

Bg.

day night



Dialog:

S/ I'LL MATE WITH YOU.

J/ WE'RE JUST ROLE PLAYING,
SNORLOCK.

Action:

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME

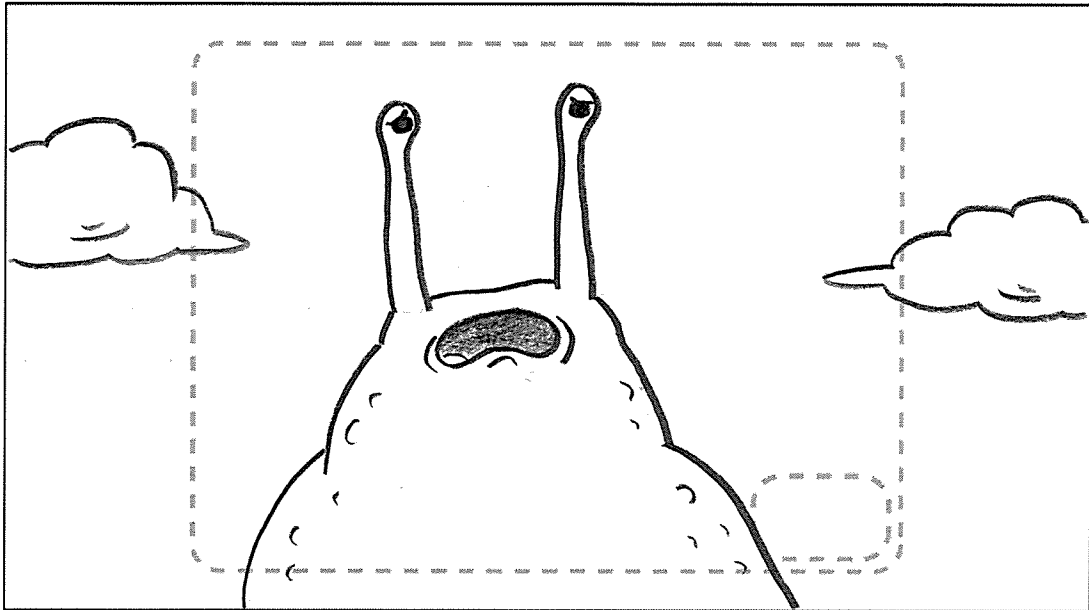


Sc. 98

Pnl. A

Bg.

day night

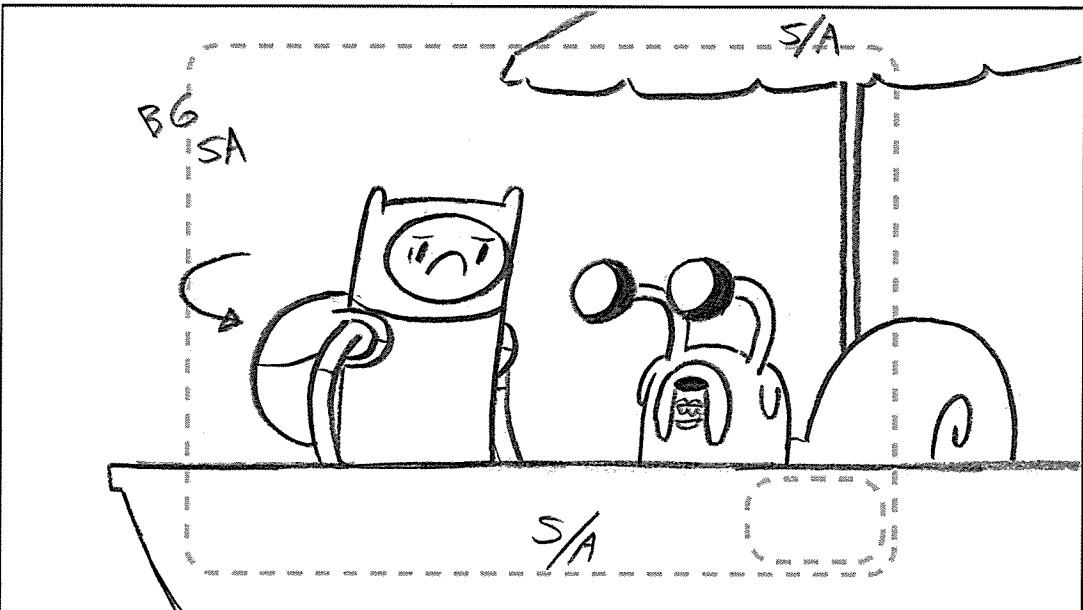


Sc. 99

Pnl. A

Bg.

day night



Dialog:	S/ AWWW...	J/ HERE, FINN
Action:		
Timing:		

100232

EPISODE #

Production :

ADVENTURE TIME

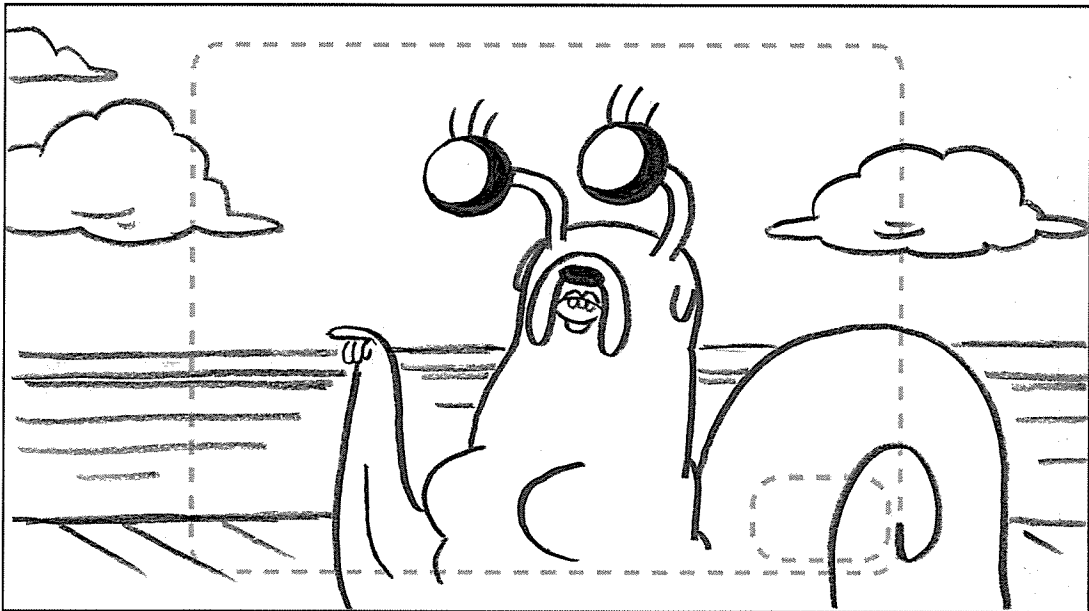


Sc. 100

Pnl. A

Bg.

day night

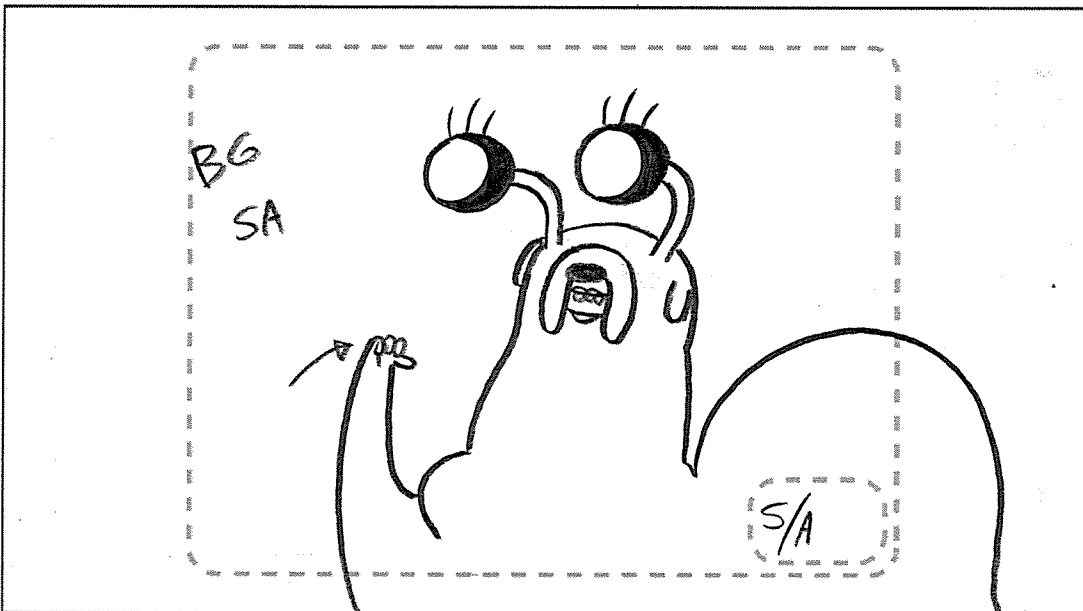


Sc. 100

Pnl. B

Bg.

day night



Dialog:

J/ - THIS TIME YOU BE THE
CHICK

J/ -AND I'LL BE THE SNAIL
DUDE.

Action:

Timing:

EPISODE # 100232
Production :

ADVENTURE TIME



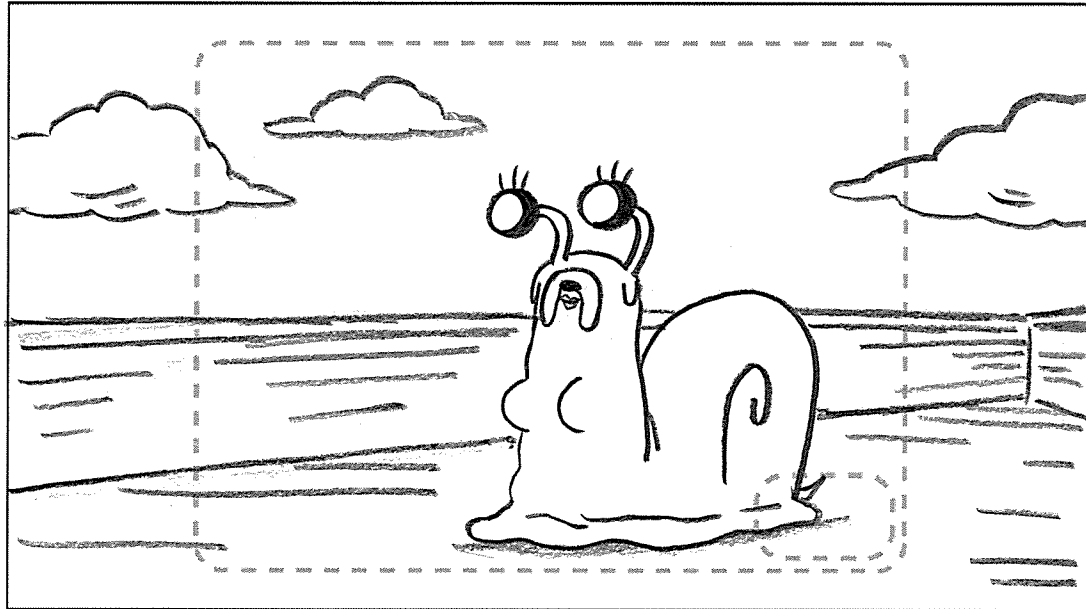
Page 105

Sc. 101

Pnl. A

Bg.

day night

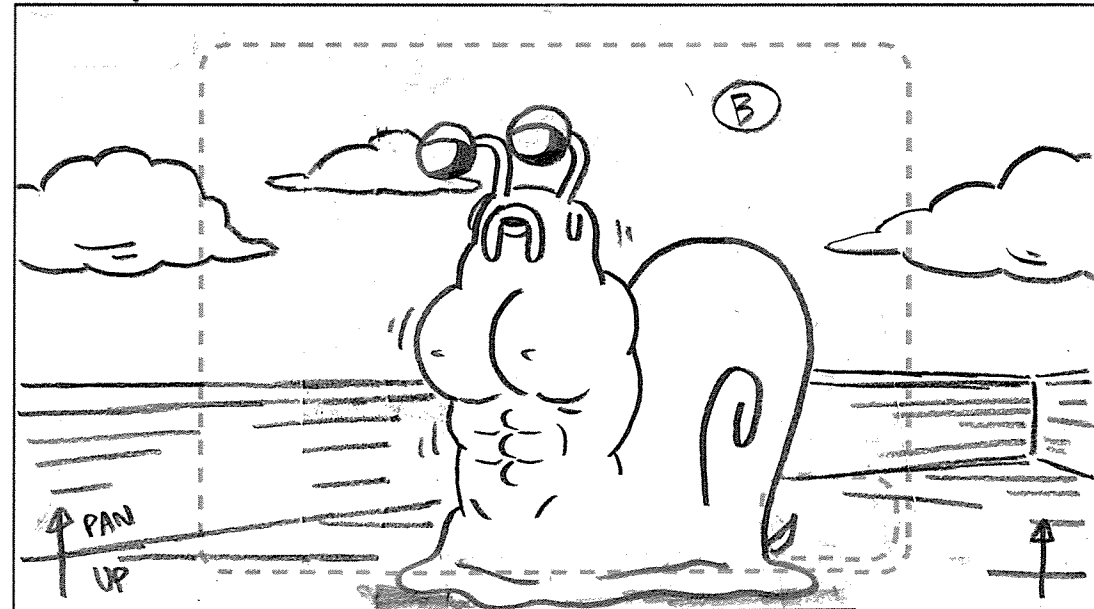


Sc. 101

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



(J MORPHS INTO MAN SNAIL.)

EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



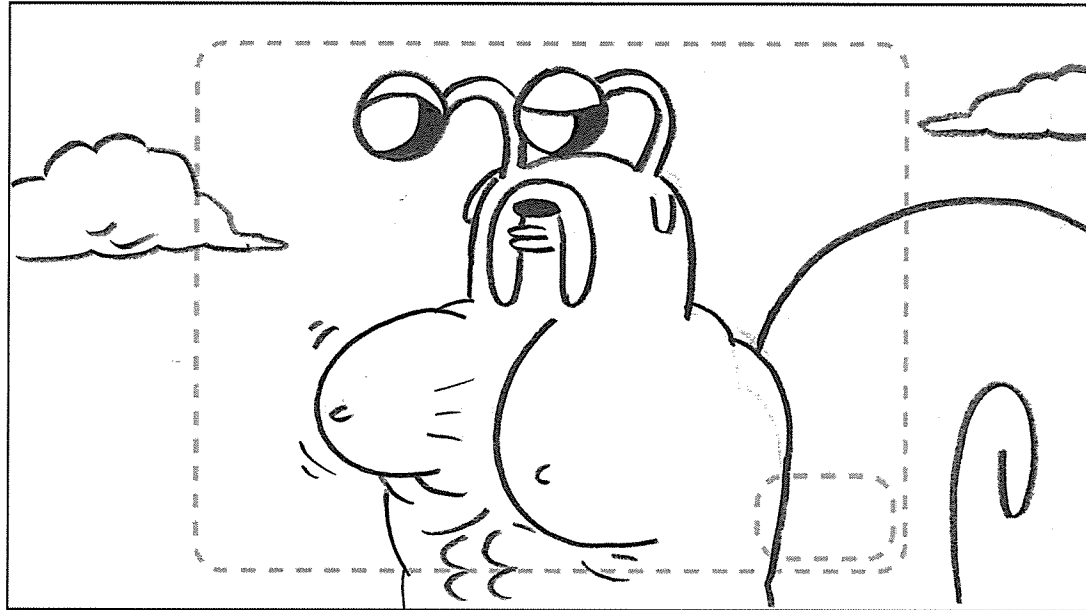
Page 106

Sc. 102

Pnl. A

Bg.

day night



Sc. 102

Pnl. B

Bg.

day night



Dialog:



Action:

(PECK FLEXES.)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME

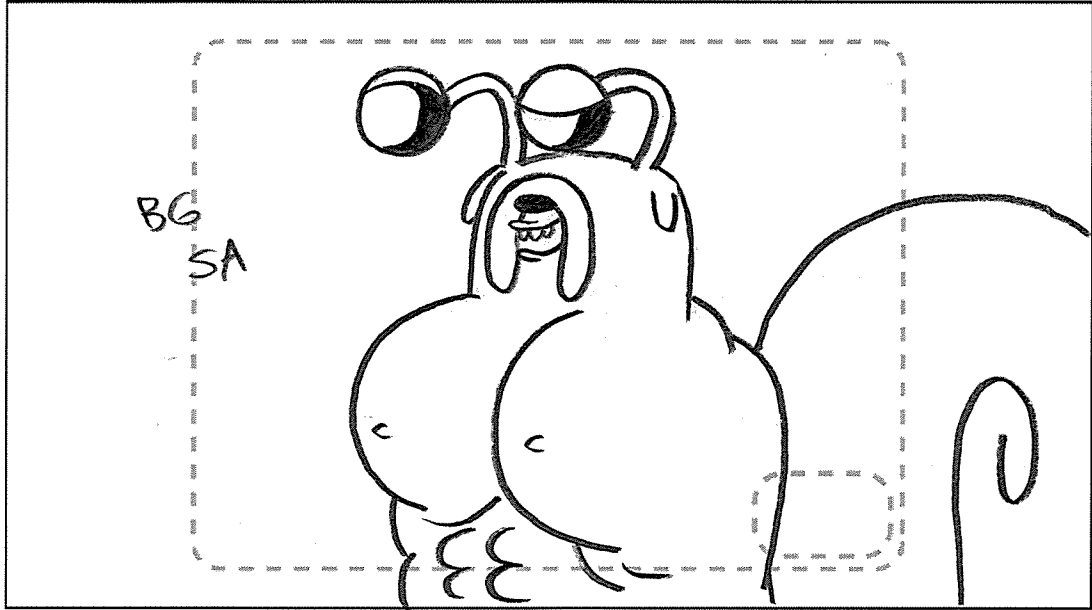


Sc. 102

Pnl. C

Bg.

day night

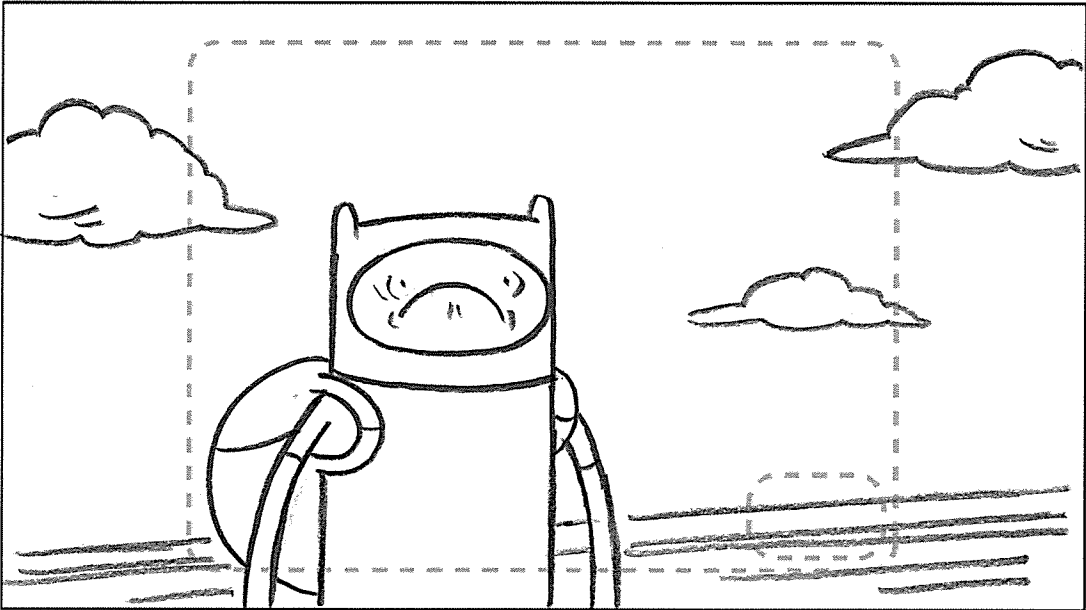


Sc. 103

Pnl. A

Bg.

day night



Dialog:

J/ HEY BABY, WHAT'S UP?

(BEAT)

Action:

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME

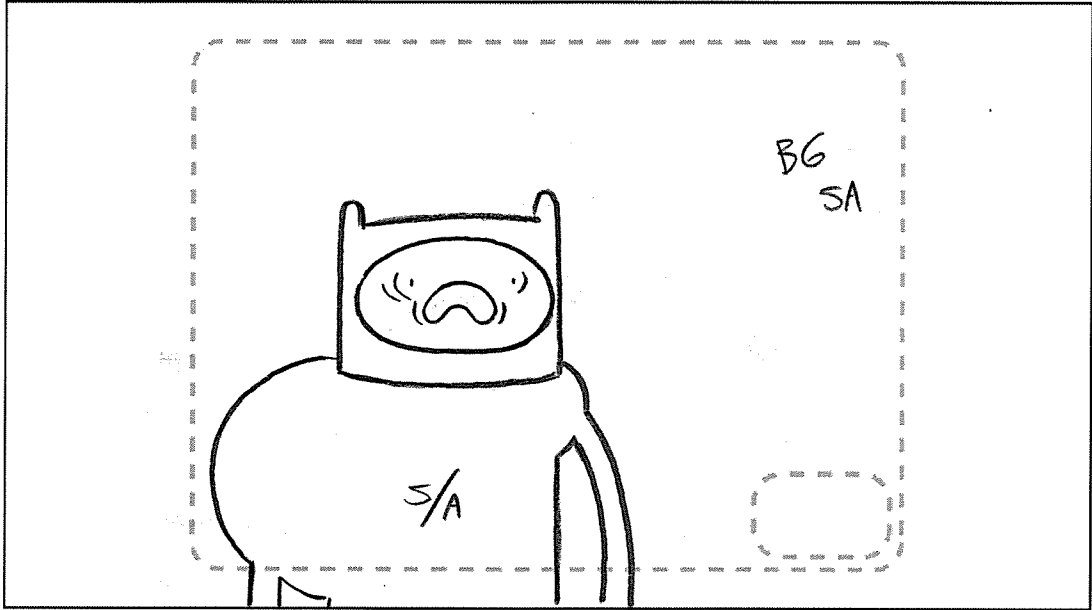


Sc. 103

Pnl. B

Bg.

day night

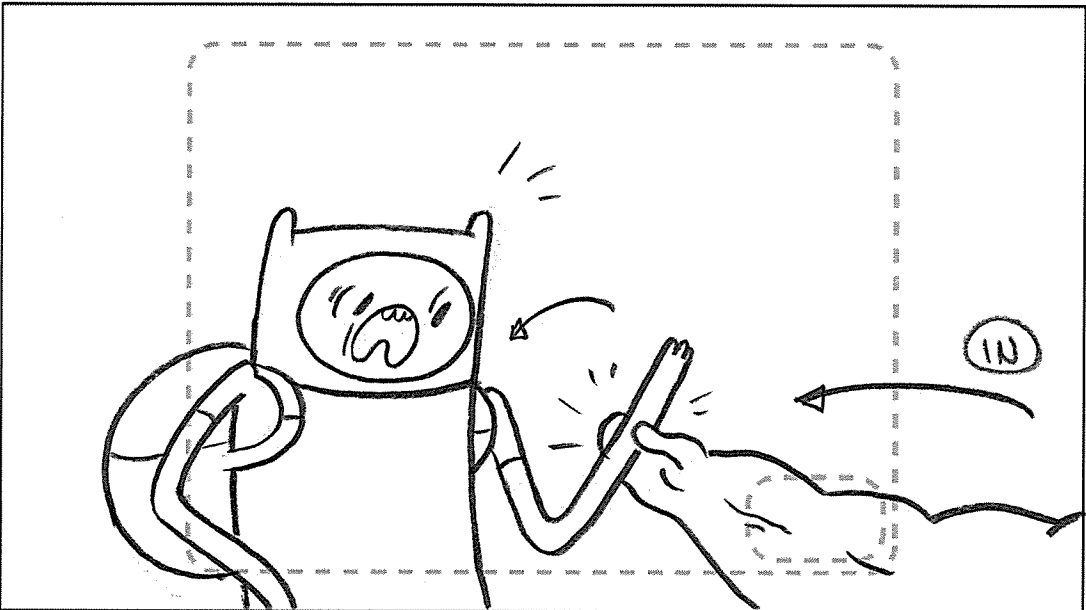


Sc. 103

Pnl. C

Bg.

day night



Dialog:

F/ UH...

F/ WHA??

Action:

(JAKE GRABS FINN'S ARM.)

Timing:

EPISODE # 100232

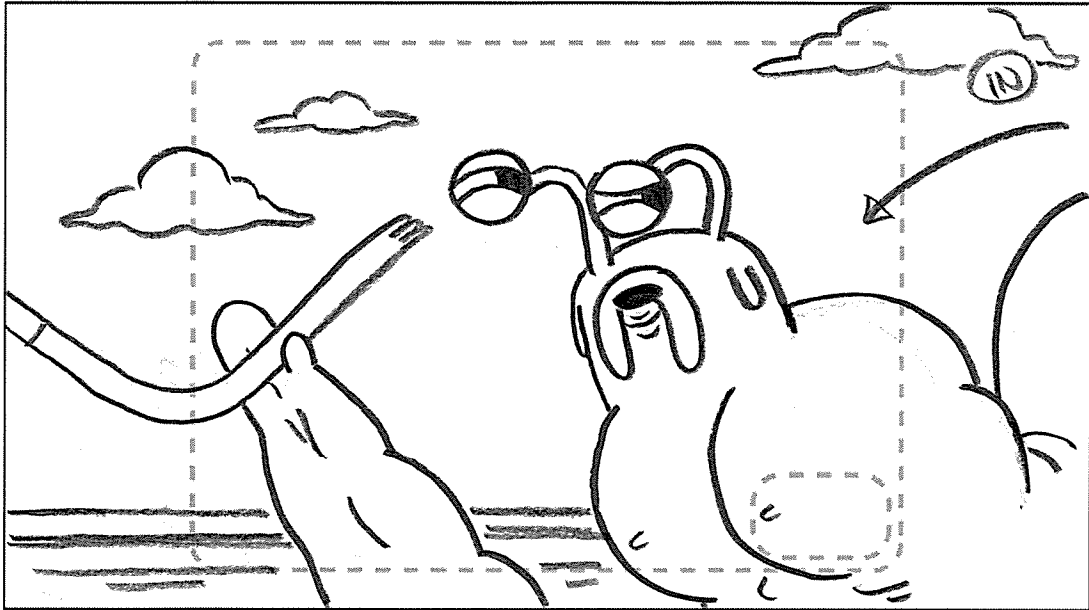
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

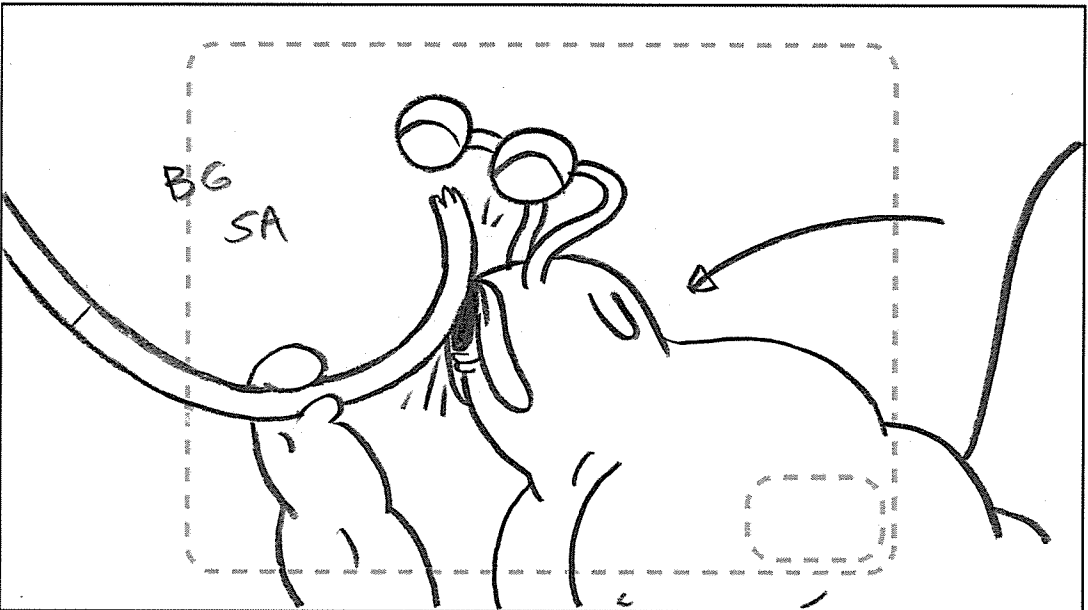
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog:	J/ HM-HMM...	SFX/ ≡ SMACK! ≡
Action:	(LEANS IN)	(PRESSES NOSE AGAINST FINN'S ARM.)
Timing:		

EPISODE # 100232

Production :

ADVENTURE TIME



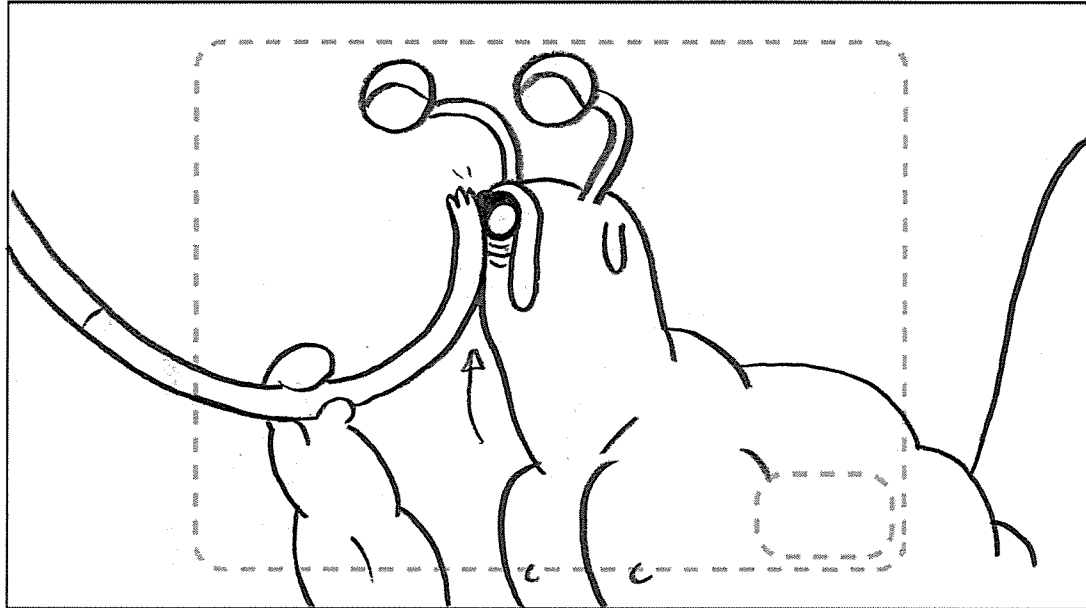
Page 110

Sc. 104

Pnl. C

Bg.

day night

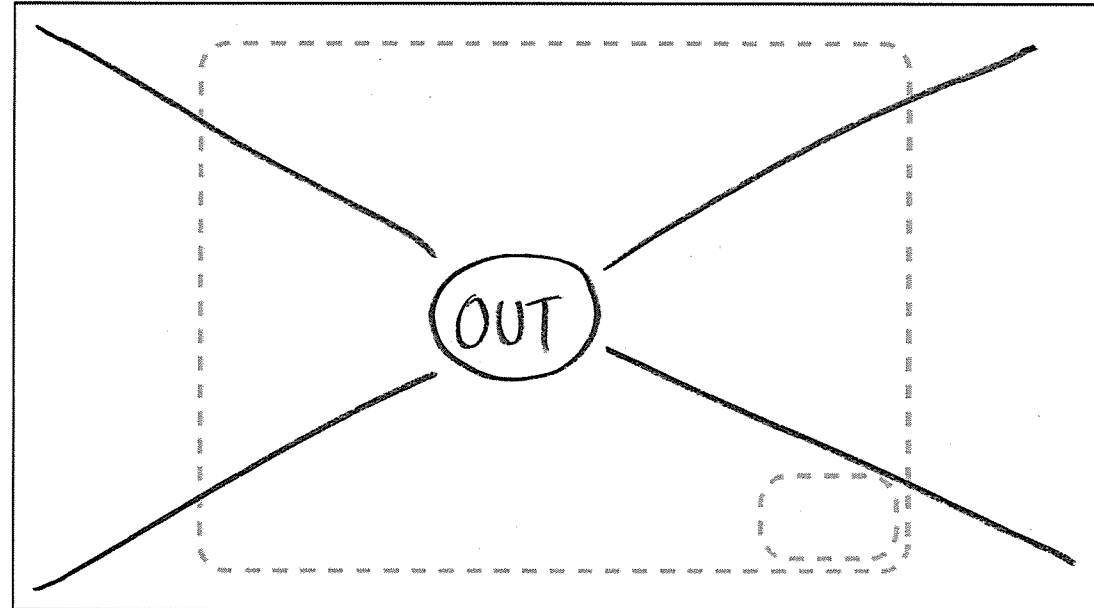


Sc.

Pnl.

Bg.

day night



Dialog:

J/ SNIIIIFFFF

Action:

(SMELLS ARM REALLY HARD.)

Timing:

EPISODE # 10023

Production :

ADVENTURE TIME



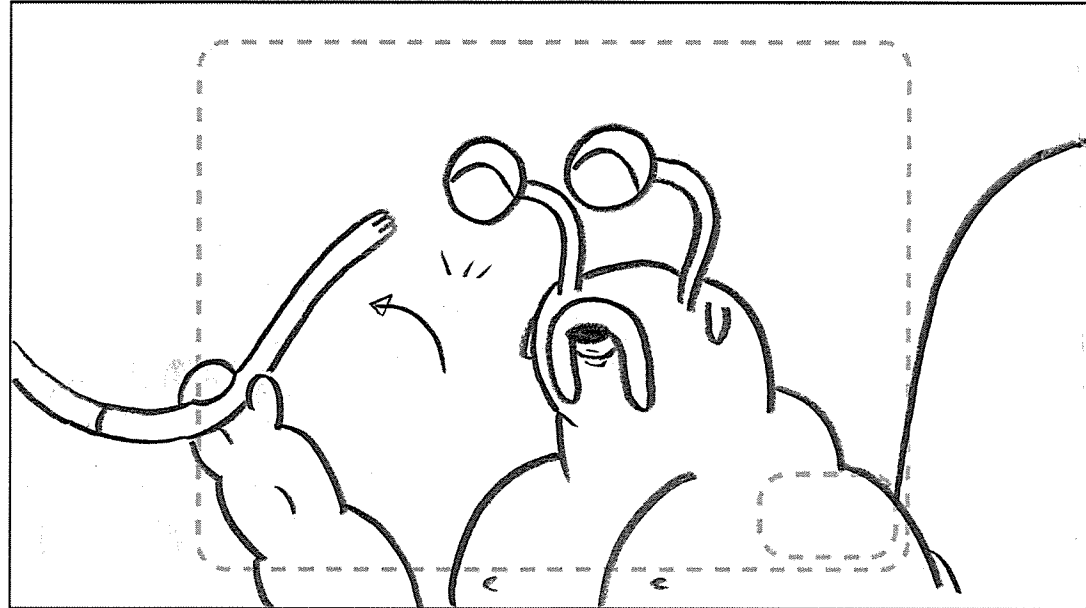
Page 111

Sc. 104

Pnl. D

Bg.

day night

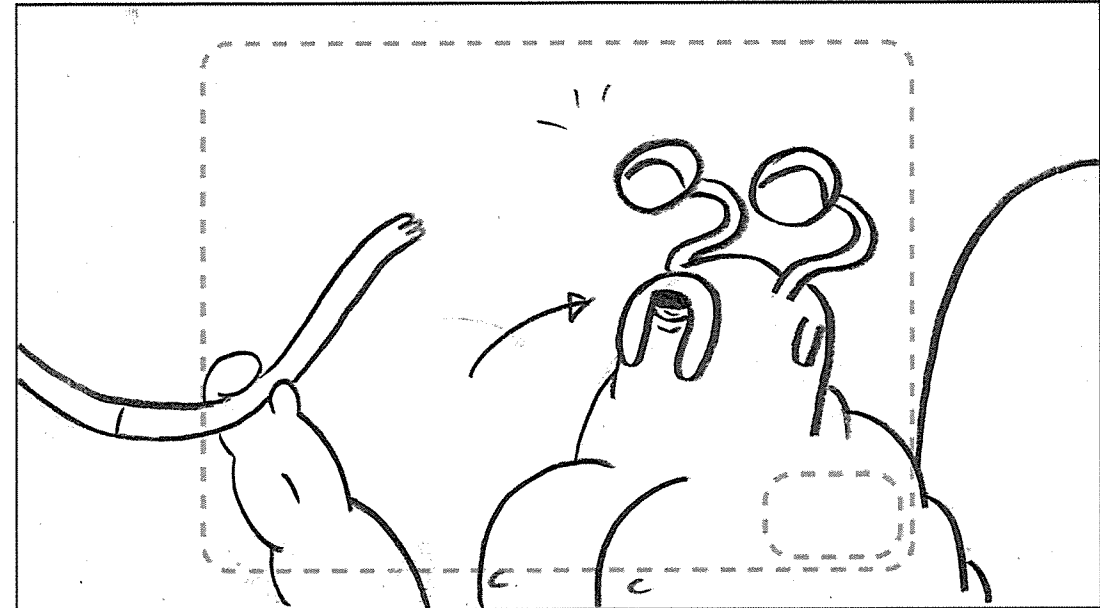


Sc. 104

Pnl. E

Bg.

day night



Dialog:

J/ MM-

J/ -MMM!

Action:

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



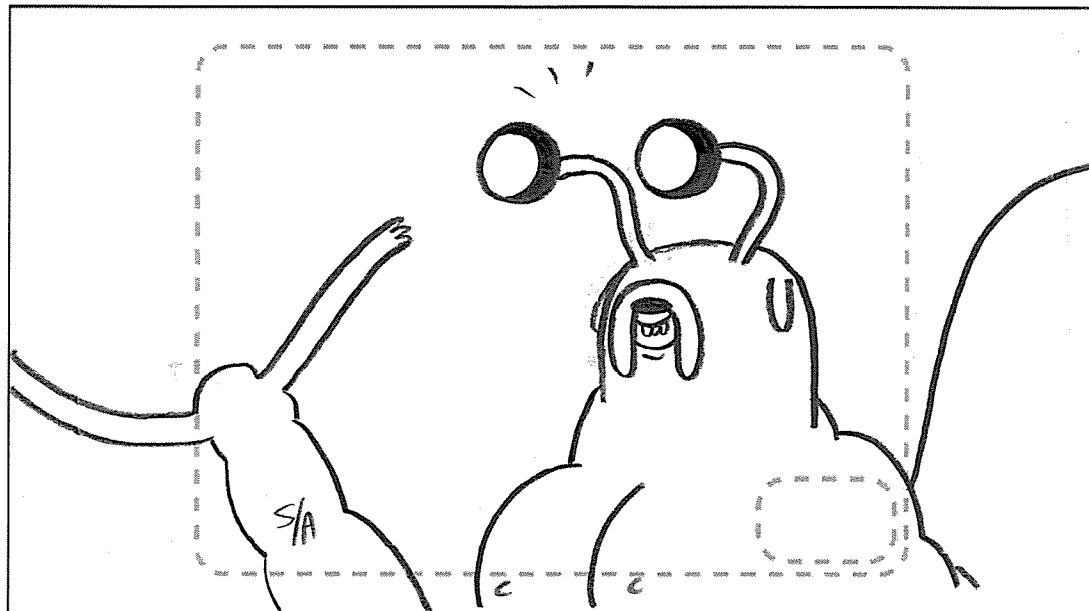
Page 112

Sc. 104

Pnl. F

Bg.

day night

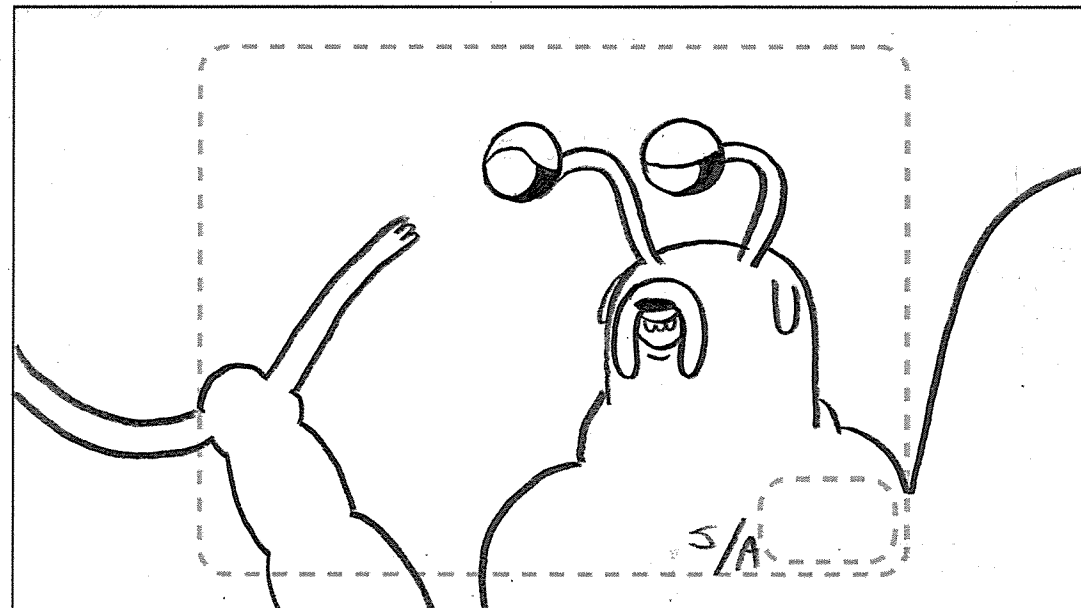


Sc. 104

Pnl. G

Bg.

day night



Dialog:

J/ GIRL, YOU SMELL GOOD!

J/ DID YOU TAKE A BATH IN
RAINBOWS AND CUPCAKES?

Action:

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME

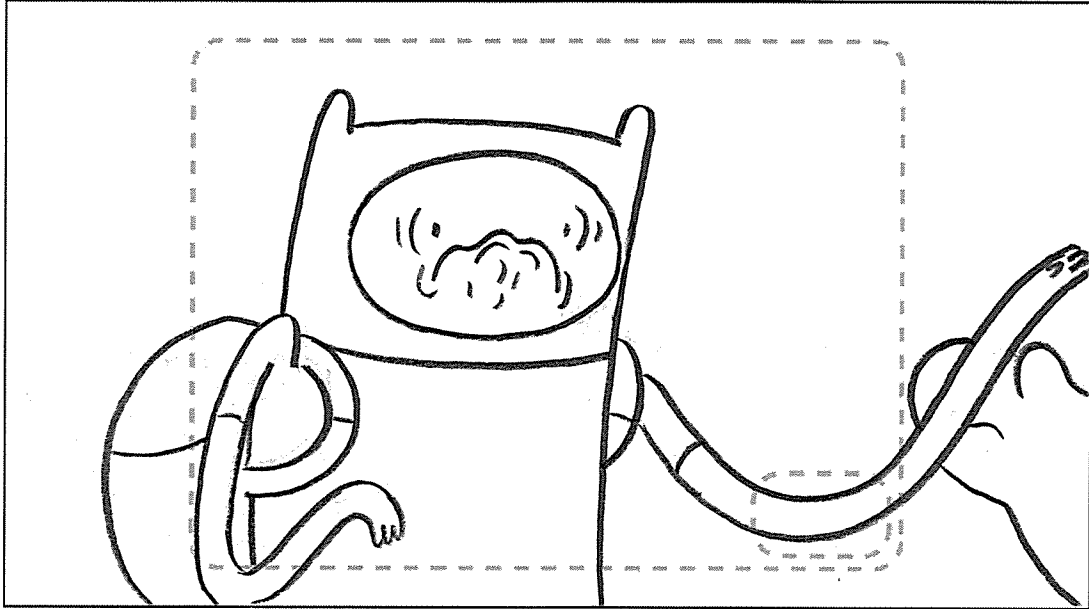


Sc. 105

Pnl. A

Bg.

day night

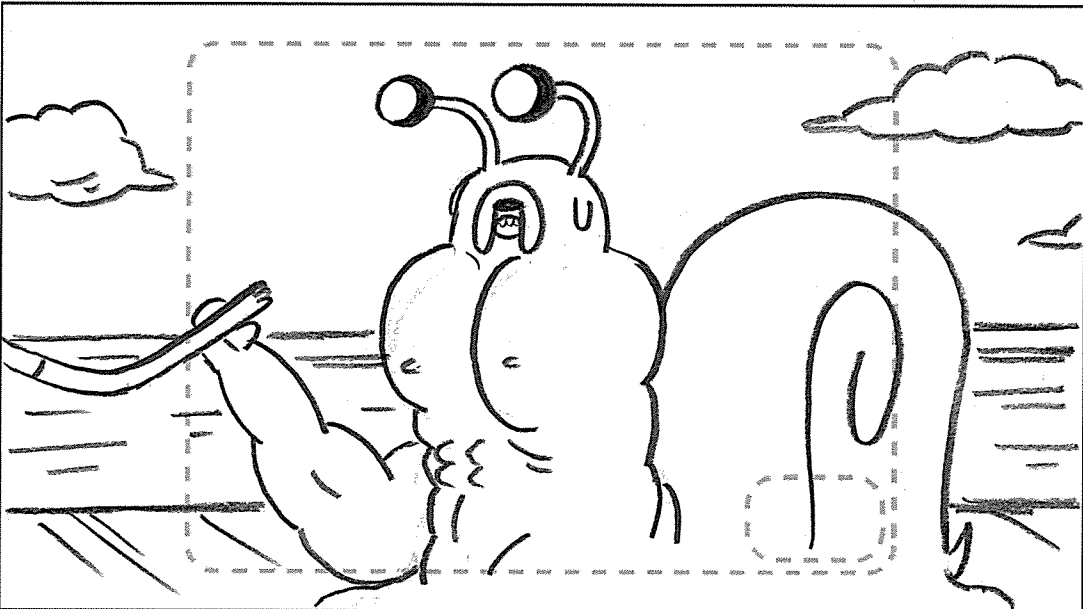


Sc. 106

Pnl. A

Bg.

day night



Dialog:	(BEAT)	J/ SAY "YES" (WHISPERING)
Action:		
Timing:		

EPISODE # 100232

Production :

ADVENTURE TIME



Page 114

Sc. 106

Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

J/ (AS FEMALE)
SAY YES

Action:

(CHANGES BACK AND FORTH FROM MALE TO FEMALE ABOUT
FOUR OR FIVE TIMES.)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



Page 114A

Sc. 106

Pnl. C

Bg.

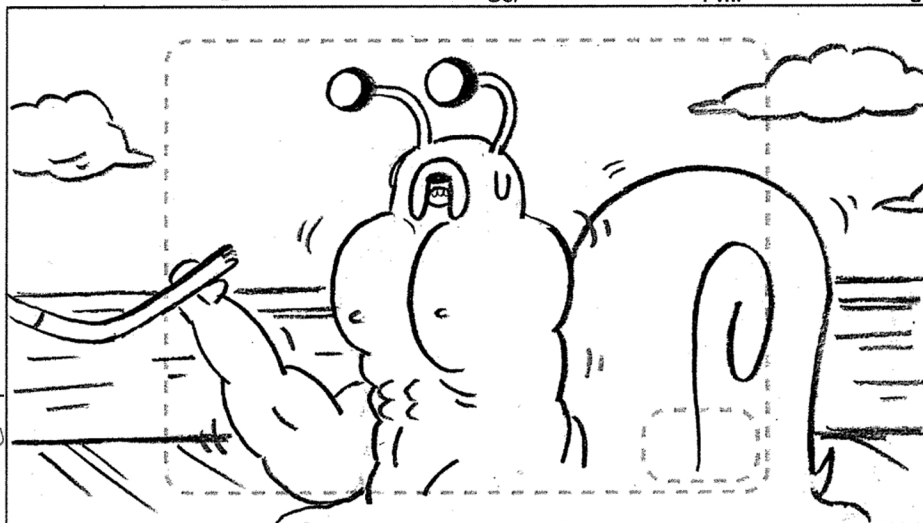
day night

Sc.

Pnl.

Bg.

day night



Dialog:

J/ (AS MALE)
SAY YES

Action:

(CHANGES BACK AND FORTH FROM MALE TO FEMALE ABOUT
FOUR OR FIVE TIMES.)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



Sc. 107

Pnl. A

Bg.

day night

Sc. 108

Pnl. A

Bg.

day night

Dialog:	F/ OK! YES!!	J/ SEE, SNORLOCK?
Action:		
Timing:		

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

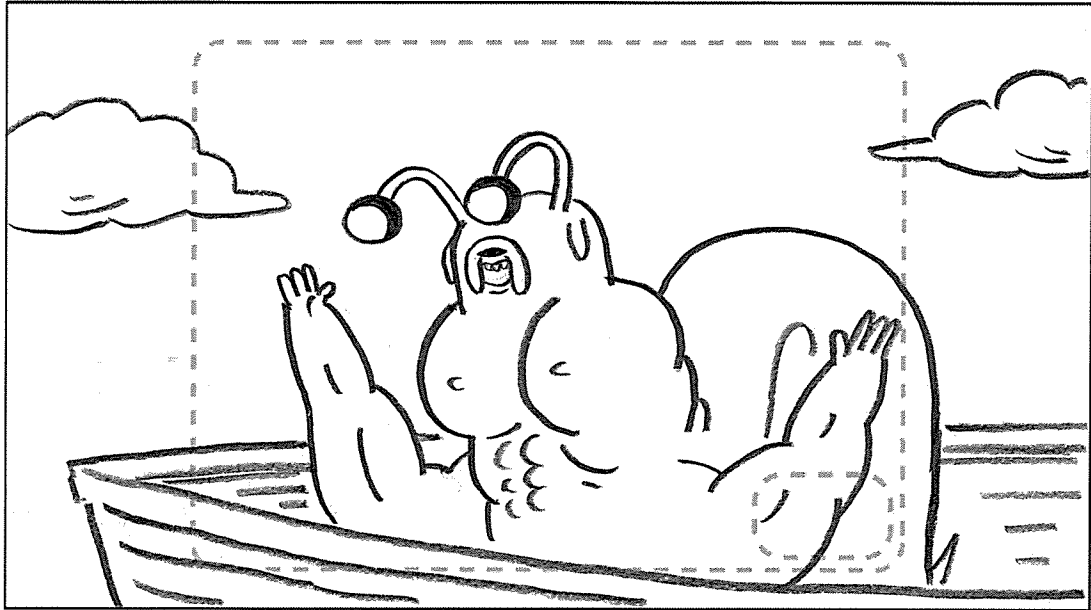


Sc. 109

Pnl. A

Bg.

day night

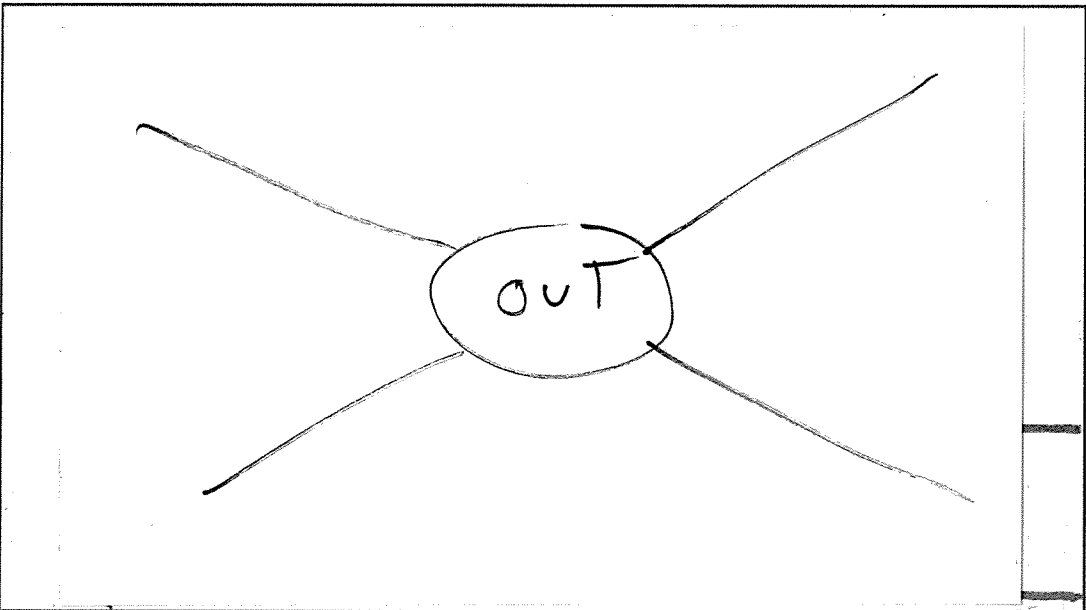


Sc. 109

Pnl. B

Bg.

day night



Dialog:

J/ TALKIN ~~TO~~ TO LADIES IS EASY!

Action:

Timing:

EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

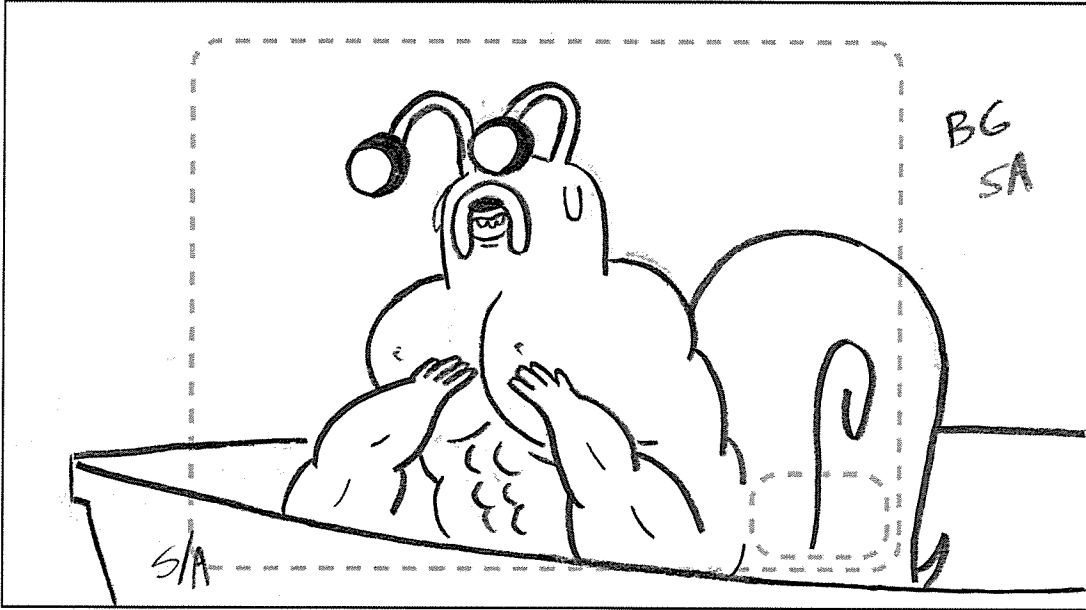


Sc. 109

Pnl. C

Bg.

day night

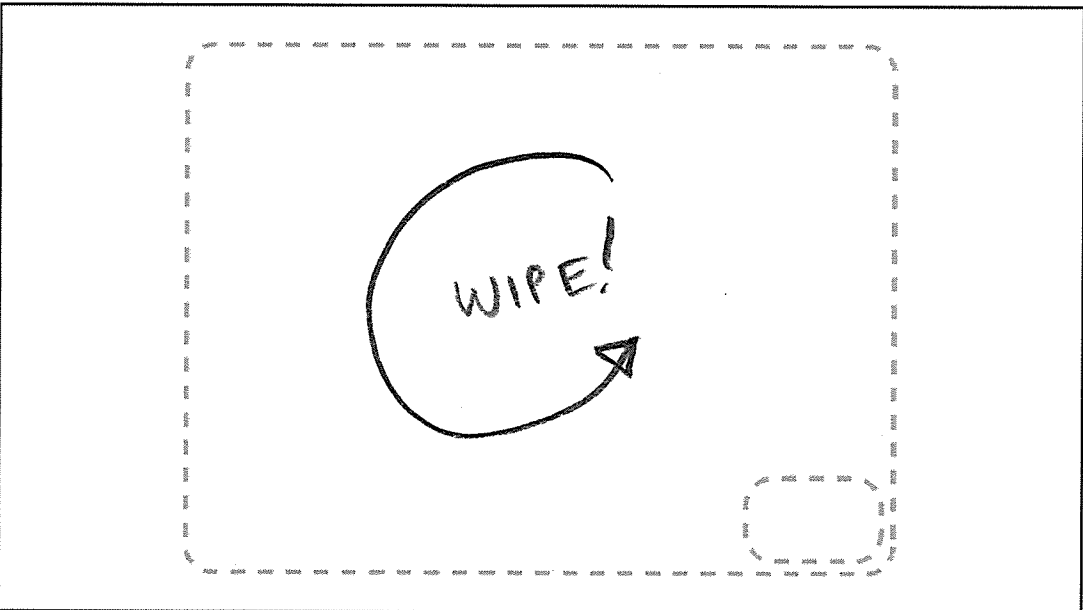


Sc.

Pnl.

Bg.

day night



Dialog:
J/ -JUST ACT LIKE ME!

Action:

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Sc. 110

Pnl. A

Bg.

day night

Sc. 110

Pnl. B

Bg.

day night

Dialog:
Action:
Timing:

Production : EPISODE #

100232

ADVENTURE TIME



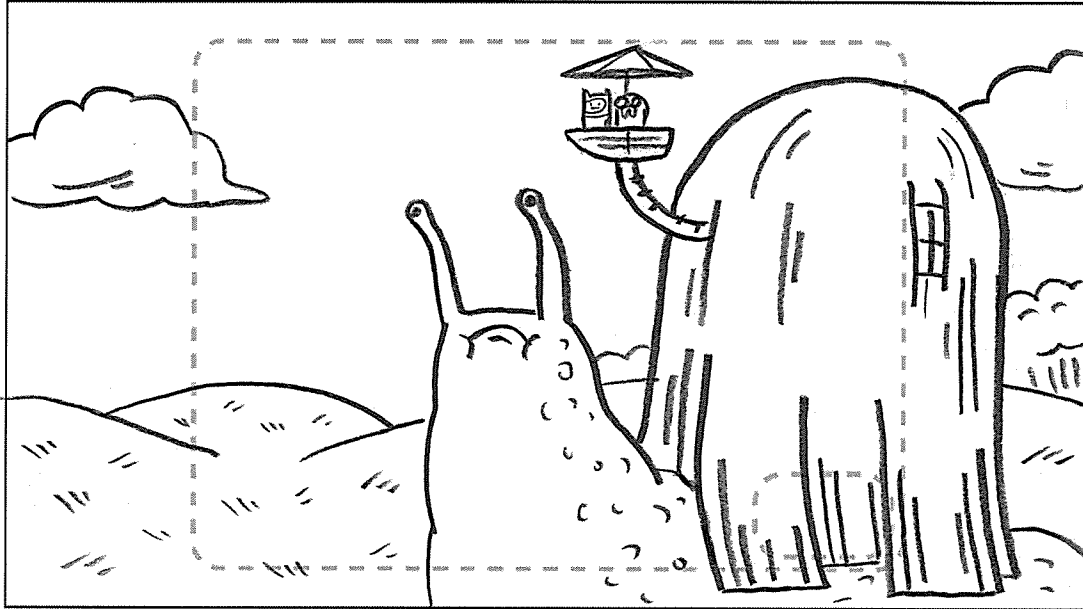
Page 119

Sc. III

Pnl. A

Bg.

day night

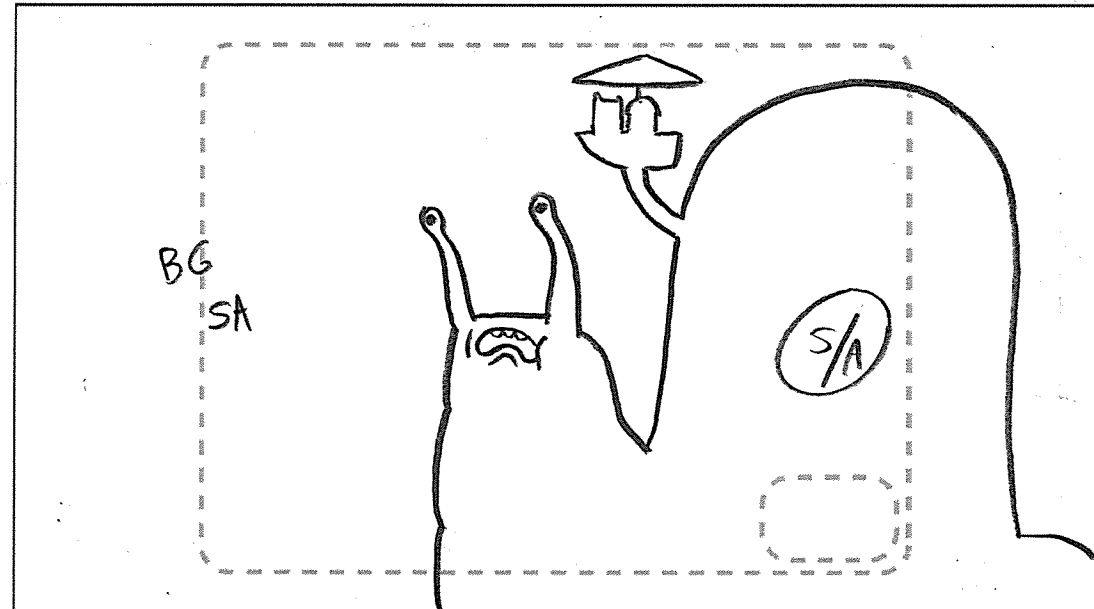


Sc. III

Pnl. B

Bg.

day night



Dialog:

S/ UH...

Action:

Timing:

EPISODE #

Production :

100232

ADVENTURE TIME

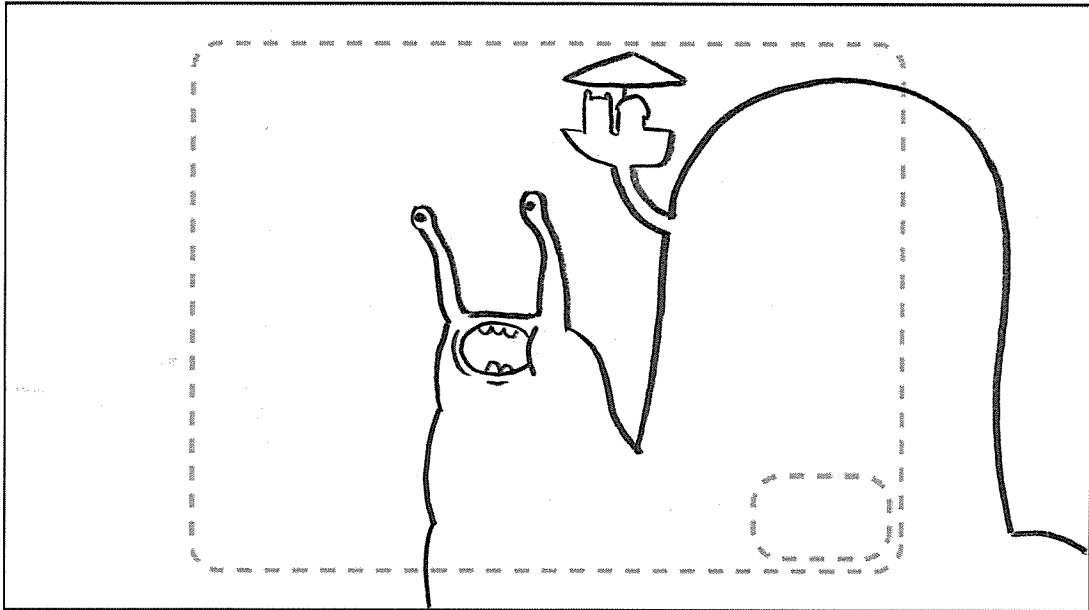


Sc. III

Pnl. C

Bg.

day night

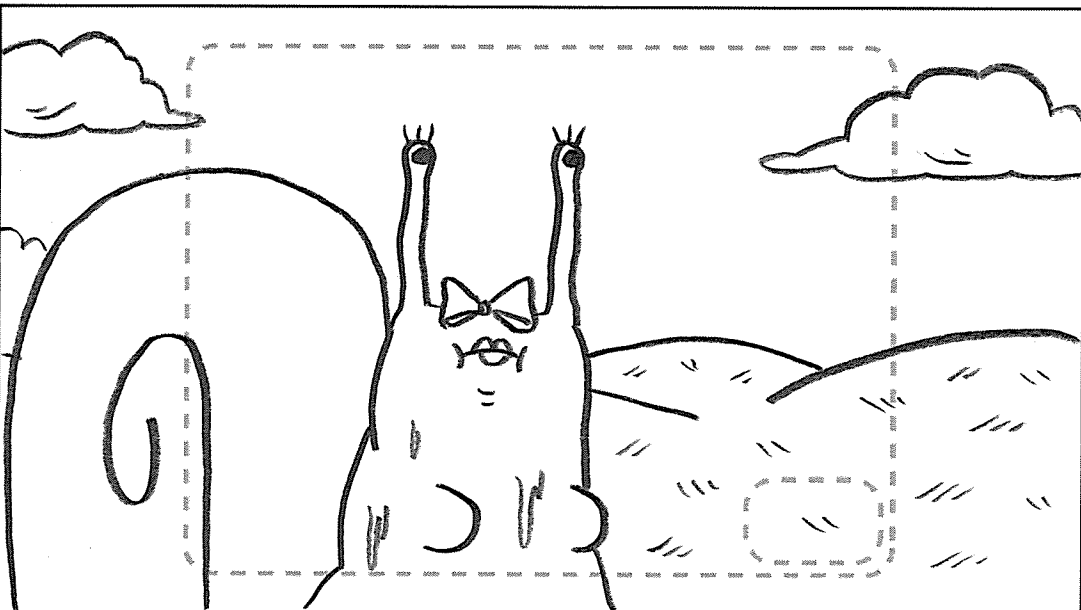


Sc. 112

Pnl. A

Bg.

day night



Dialog:	S/ GIRL, YOU SMELL GOOD!	(BEAT)
Action:		
Timing:		

100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

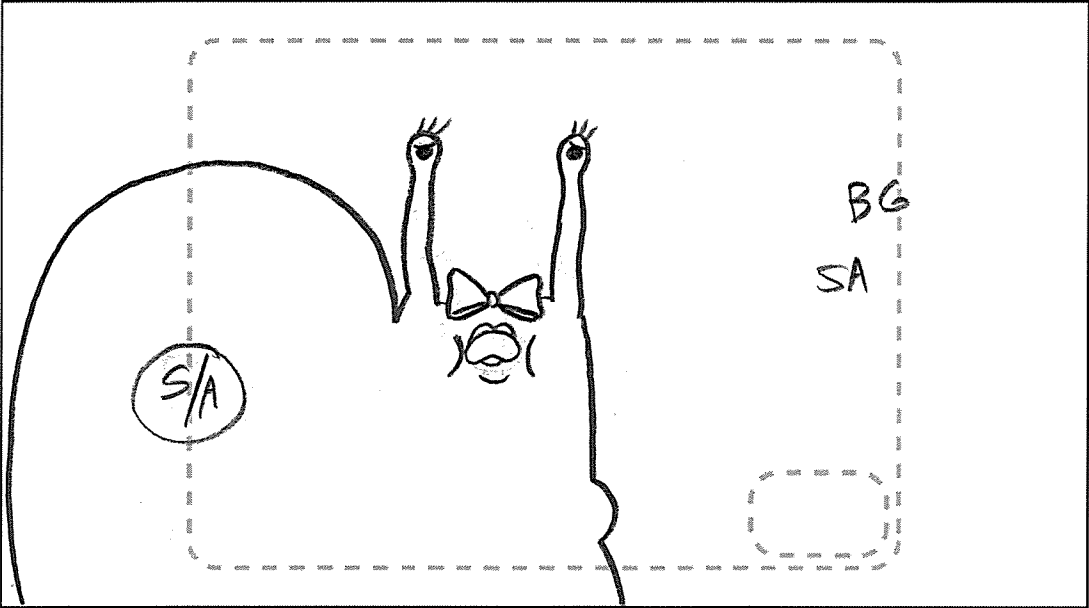


Sc. 112

Pnl. B

Bg.

day night

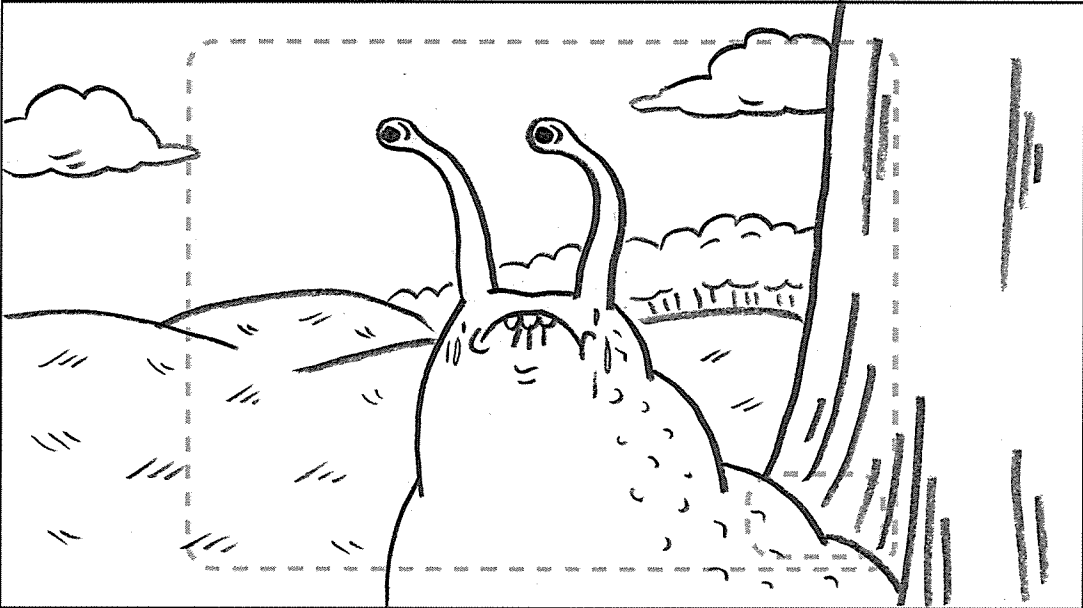


Sc. 113

Pnl. A

Bg.

day night



Dialog:

Lady Snail #2/ YOU CAN SMELL ME?

Action:

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



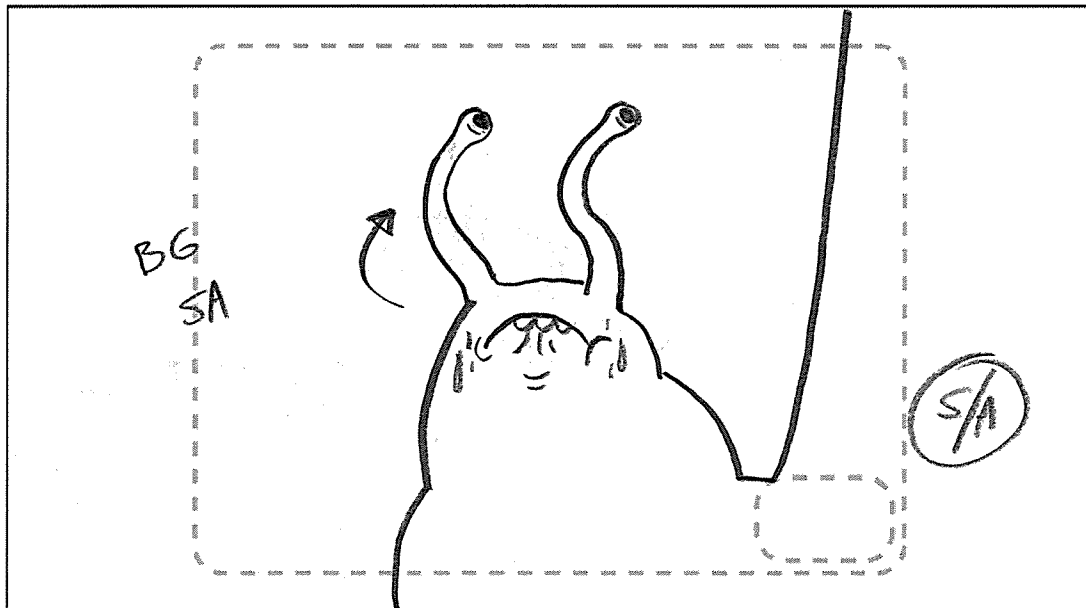
Page 122

Sc. 113

Pnl. B

Bg.

day night

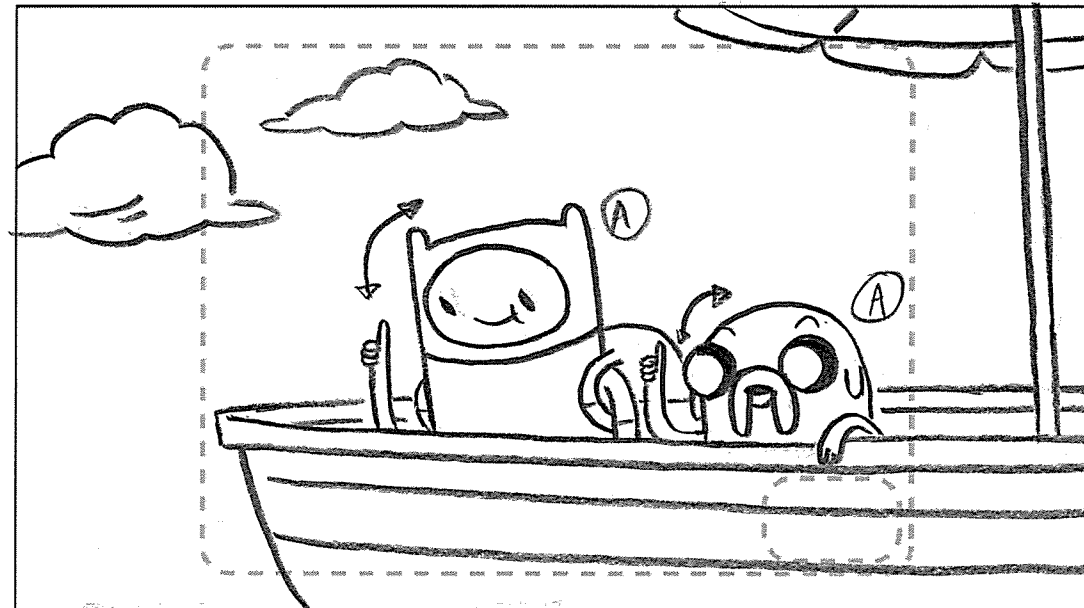


Sc. 114

Pnl. A

Bg.

day night

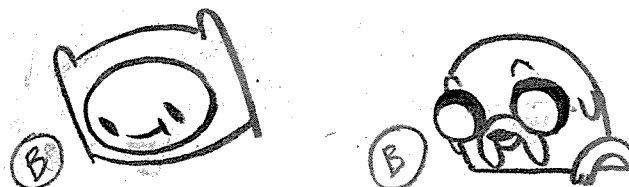


Dialog:

Action:

(LOOKS UP AT F + J.)

Timing:



(THEY NOD AND GIVE HIM THE THUMBS-UP.)

Production :

EPISODE #

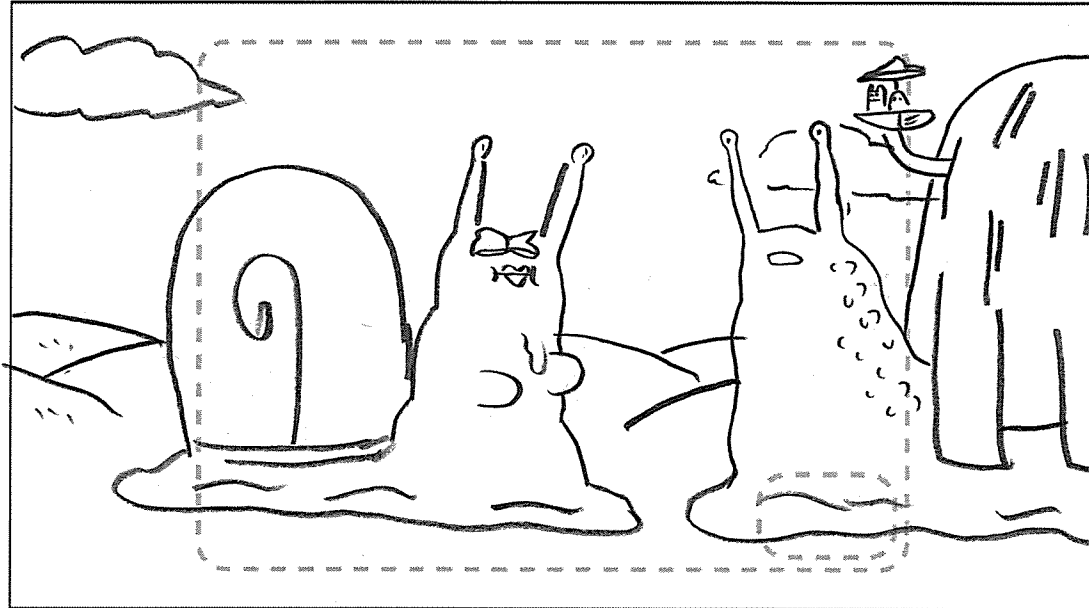
100232

ADVENTURE TIME

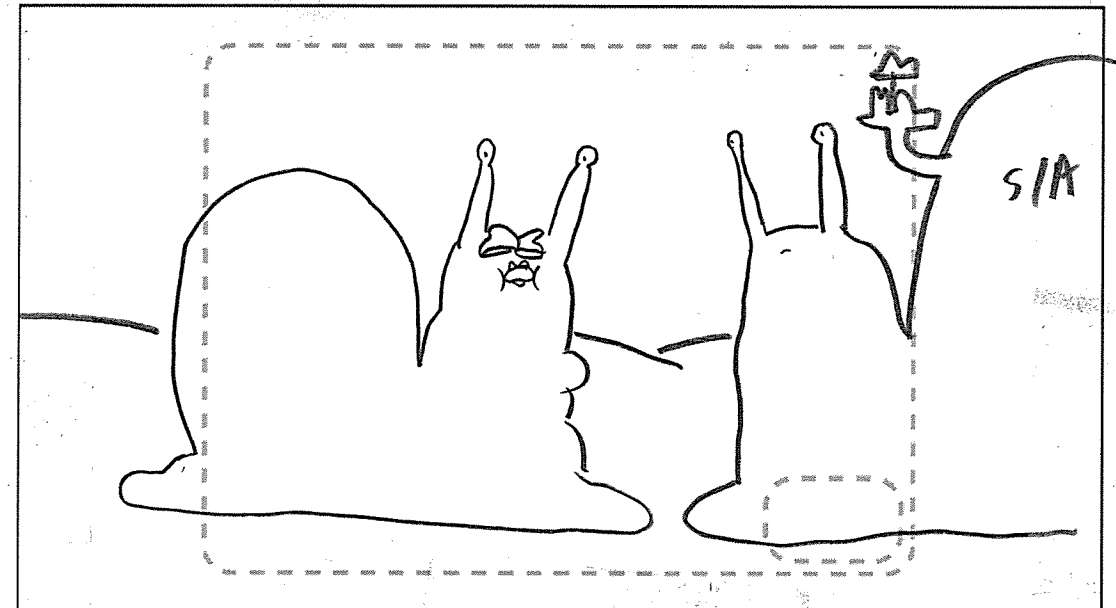


Page 123

Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night



Dialog:

S- MAY I SMELL YOU
MORE?

GS #2 - ...UH... OK!!!

Action:

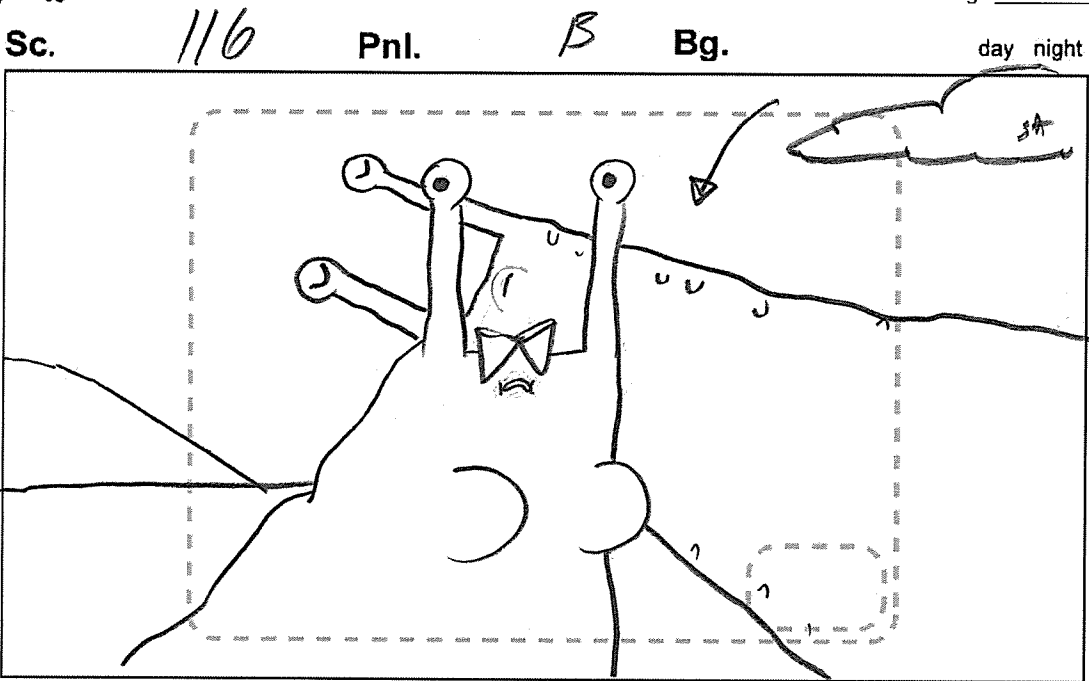
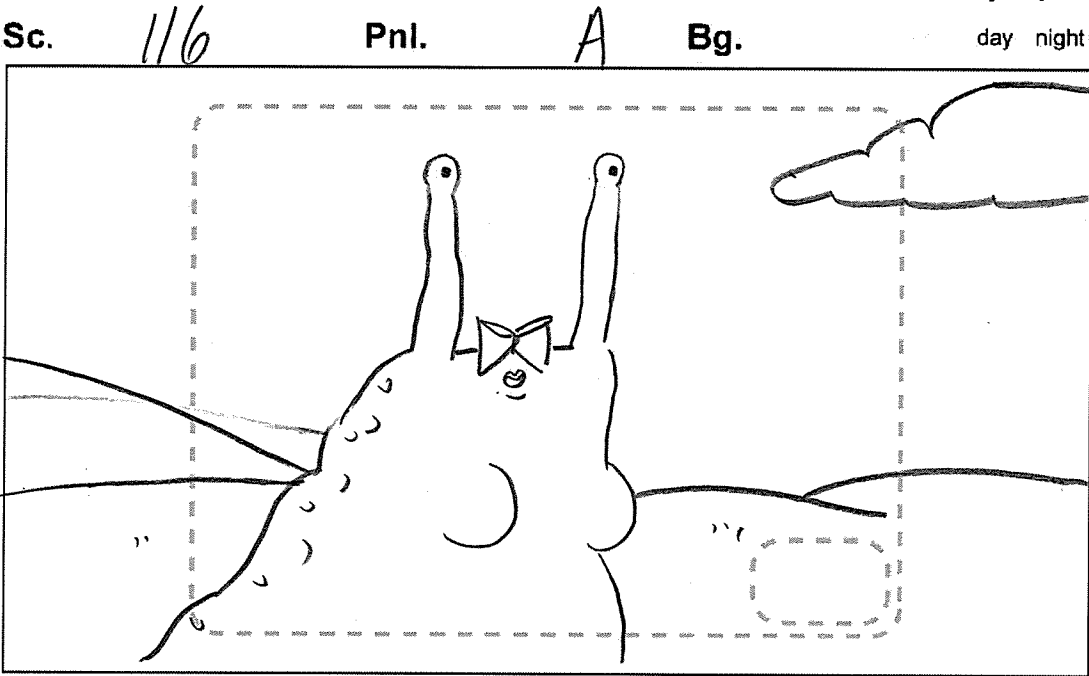
Timing:

EPISODE #

Production :

100232

ADVENTURE TIME



Dialog:

Action:

Timing:

SNOR. DROPS IN BEHIND
HER.

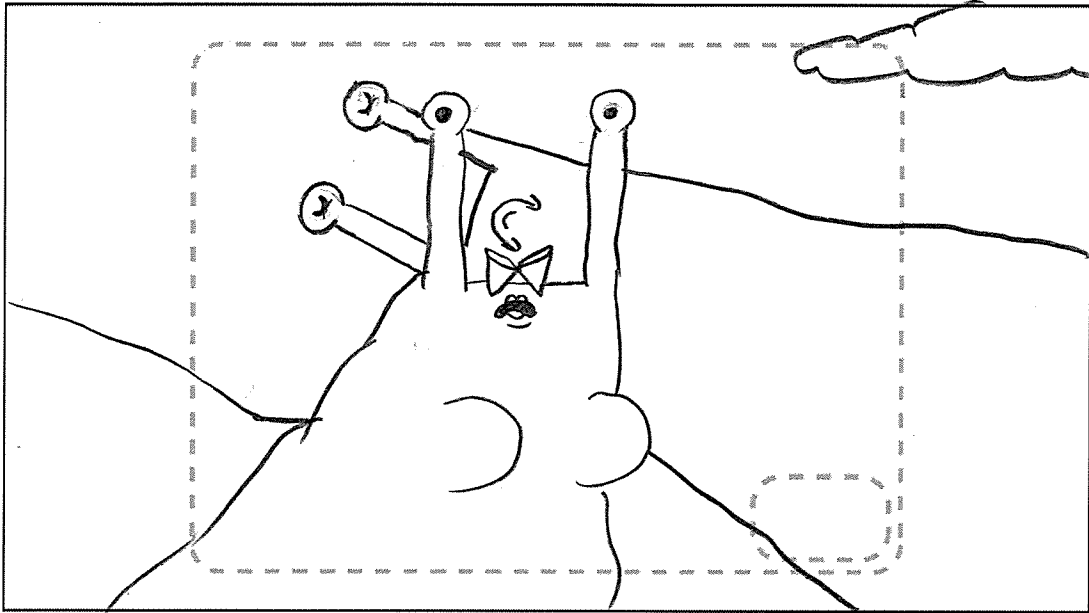
EPISODE # 100232
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

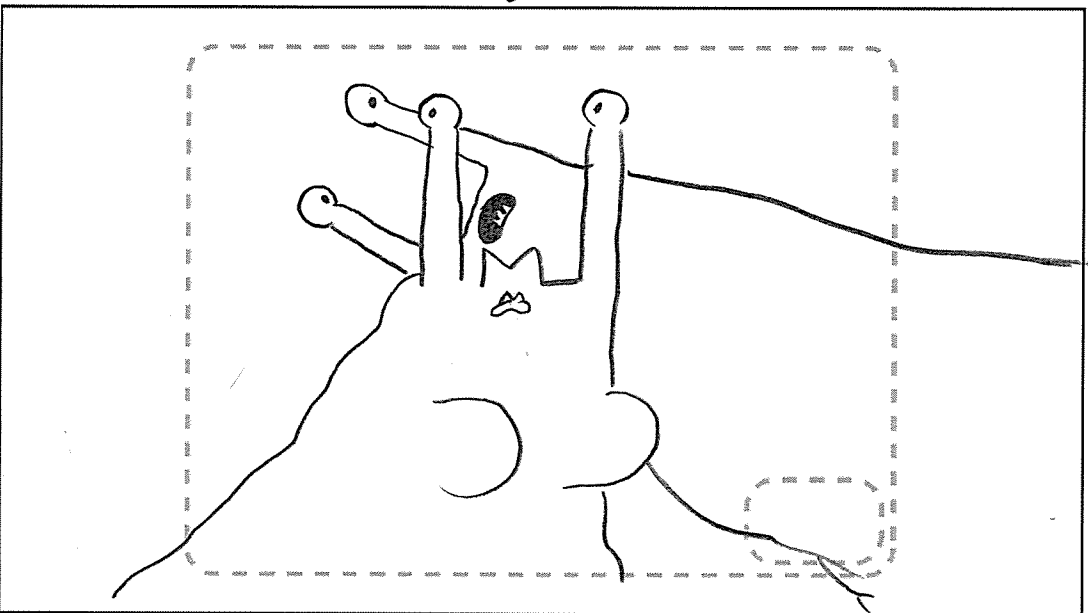
ADVENTURE TIME



Sc. 116 Pnl. C Bg. day night



Sc. 116 Pnl. D Bg. day night



Dialog:	S- (LONG INHALE)	S- CUPCAKES..,
Action:		
Timing:		

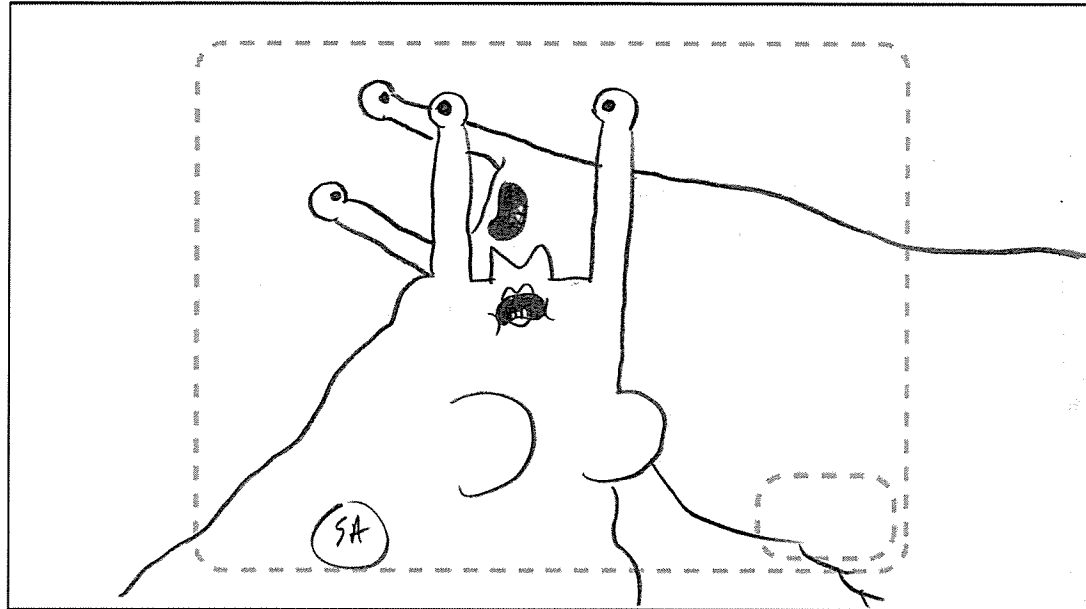
100232
EPISODE #
Production :

ADVENTURE TIME

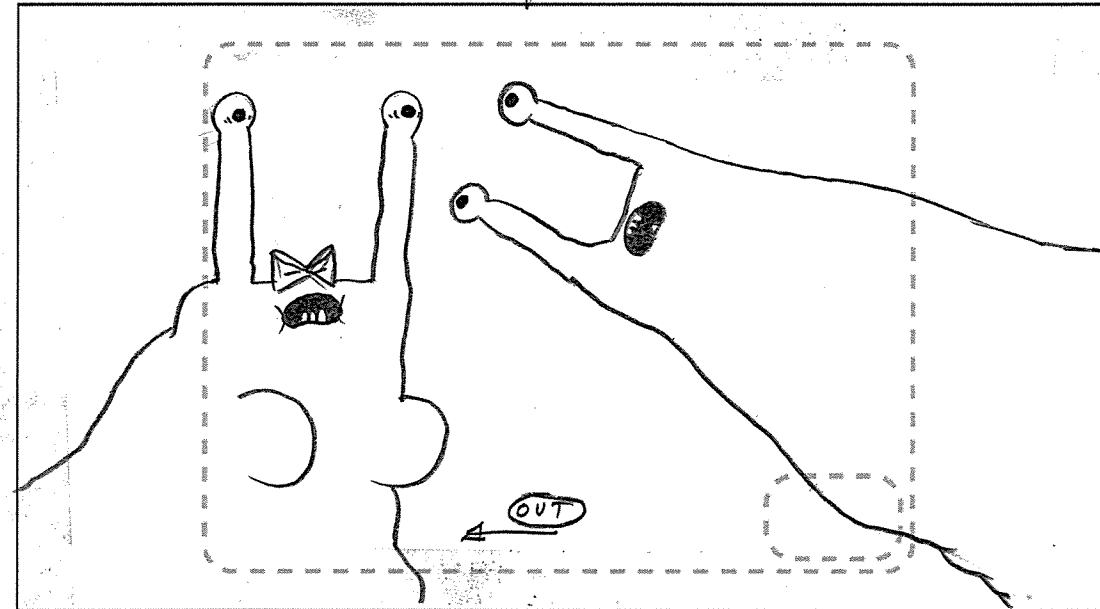


Page 126

Sc. 116 Pnl. E Bg. day night



Sc. 116 Pnl. F Bg. day night



Dialog:

(BEAT)

GS#2- I HAVE TO GO

Action:

SHE BACKS OUT OF SHOT
SCARED.

Timing:

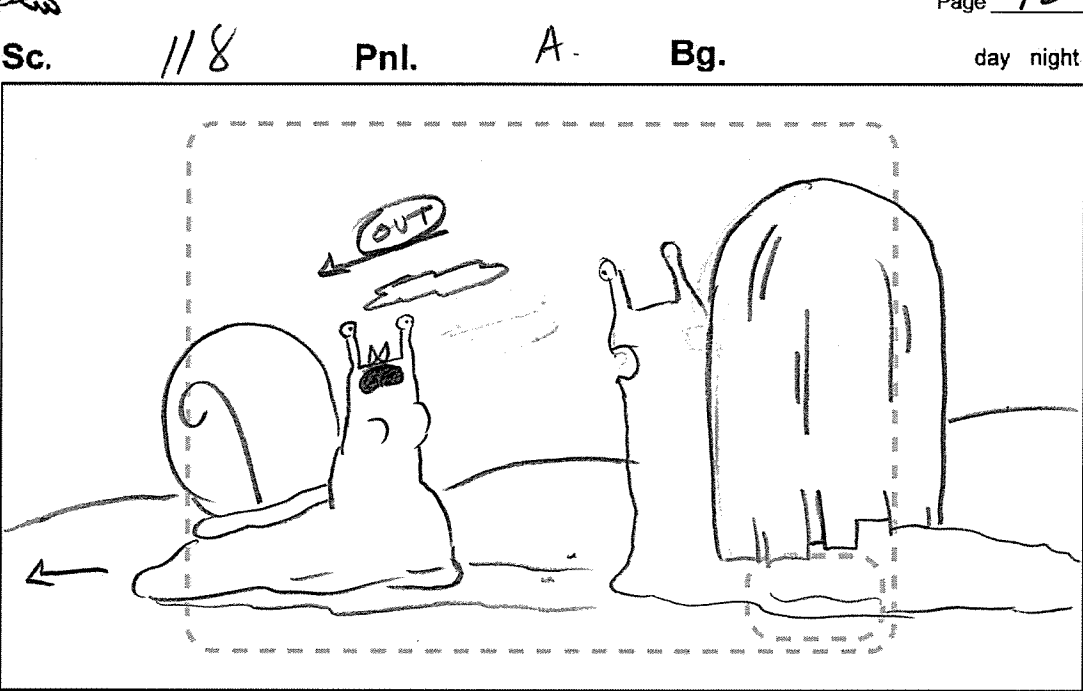
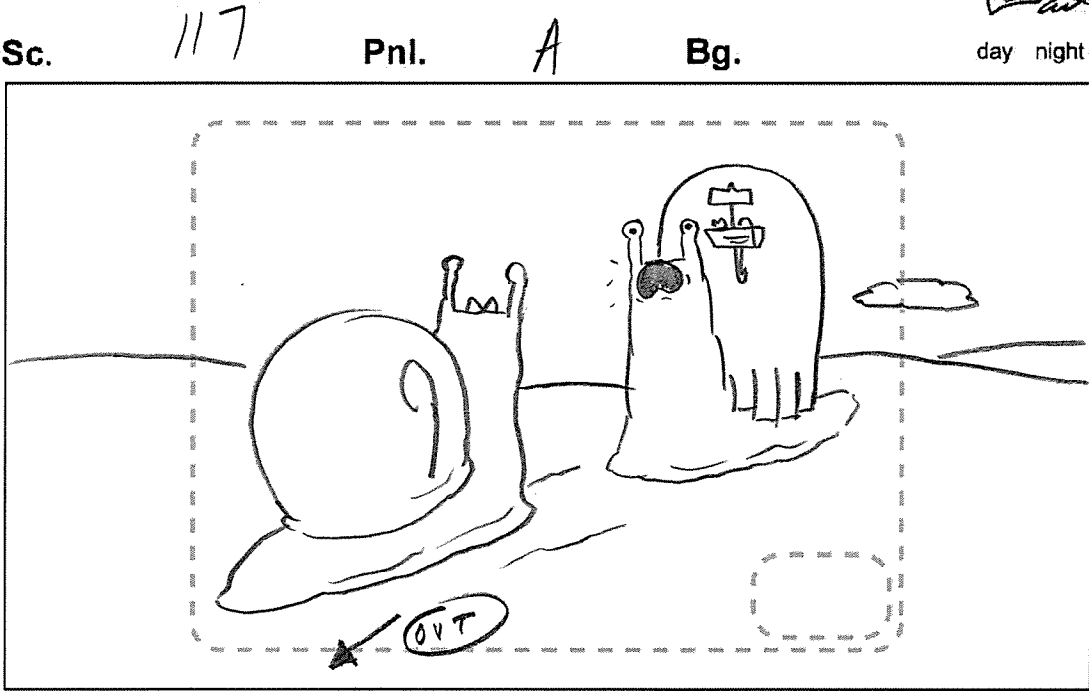
EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

S- (FRANTIC) DID YOU TAKE A BATH?!

Action:

(SHE BACKS AWAY TERRIFIED)

Timing:

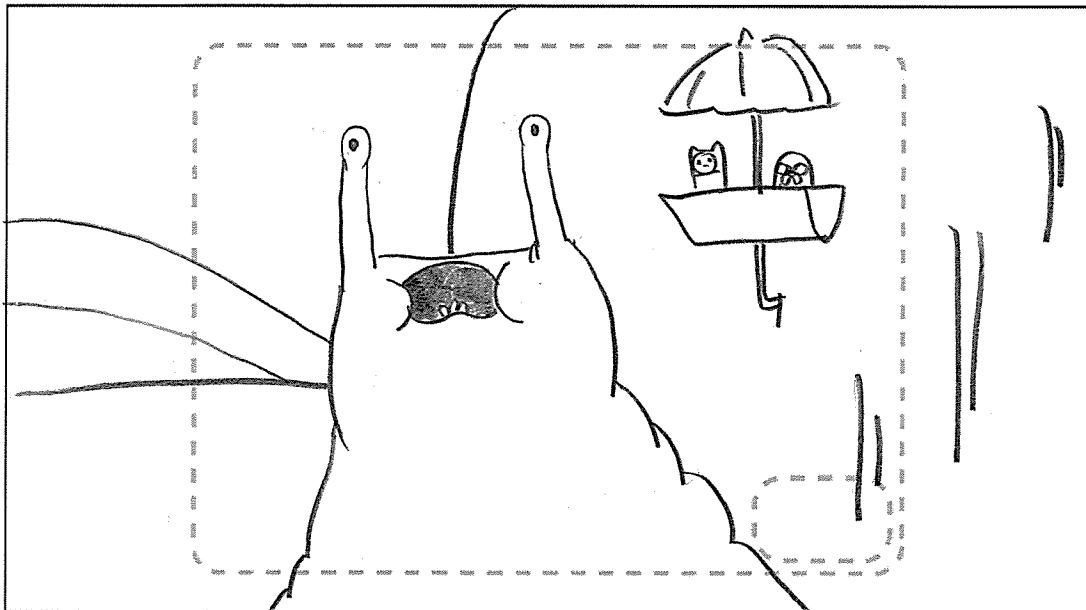
100232
EPISODE #
Production :

ADVENTURE TIME

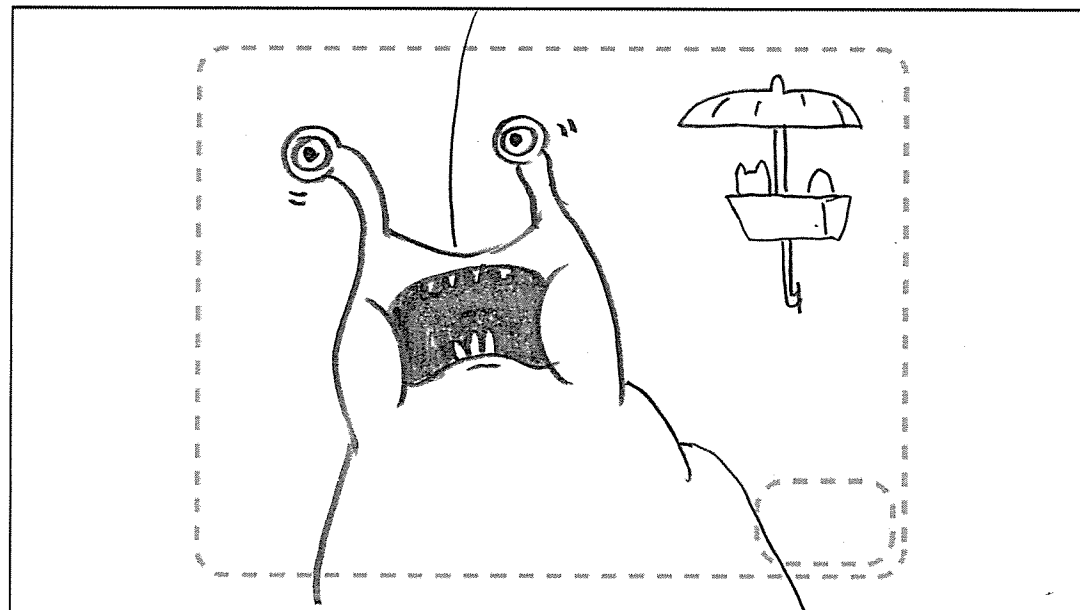


Page 128

Sc. 119 Pnl. A Bg. day night



Sc. 119 Pnl. B Bg. day night



Dialog:

S- PLEASE DON'T GO...

S- DON'T GOOOO!!!

Action:

Timing:

100232

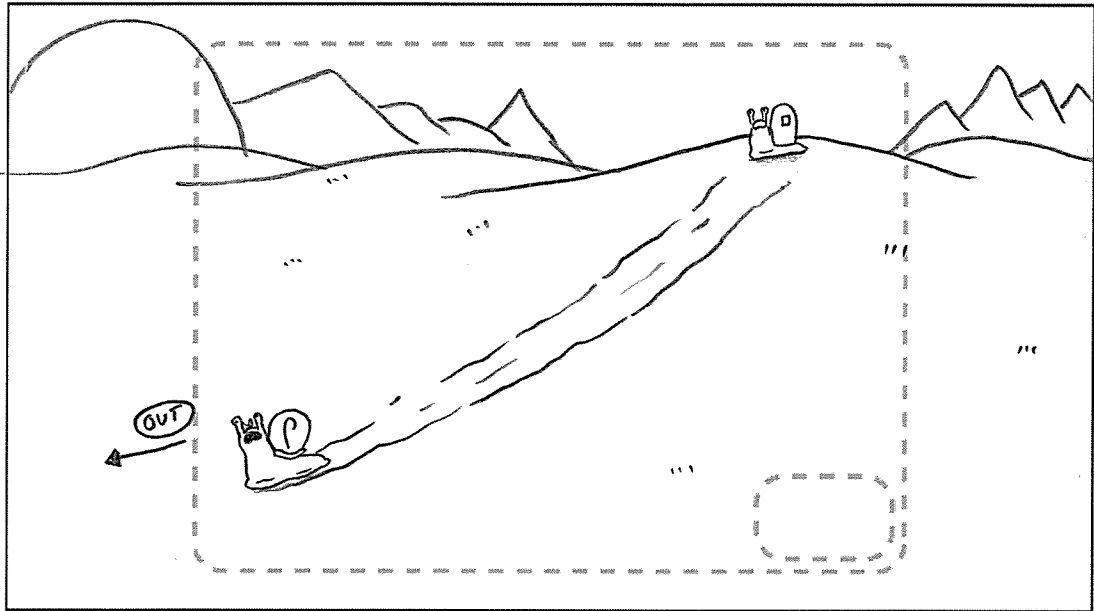
EPISODE #

Production :

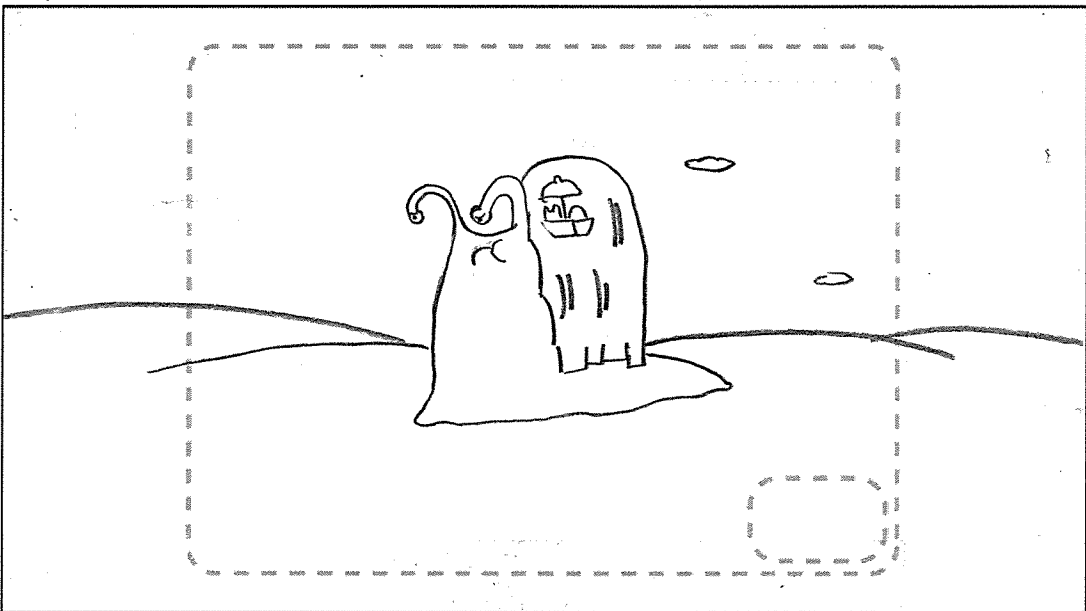
ADVENTURE TIME



Sc. 120 Pnl. A Bg. day night



Sc. 121 Pnl. A Bg. day night



Dialog:
Action: (SHE SKITTERS AWAY)
Timing:

EPISODE #

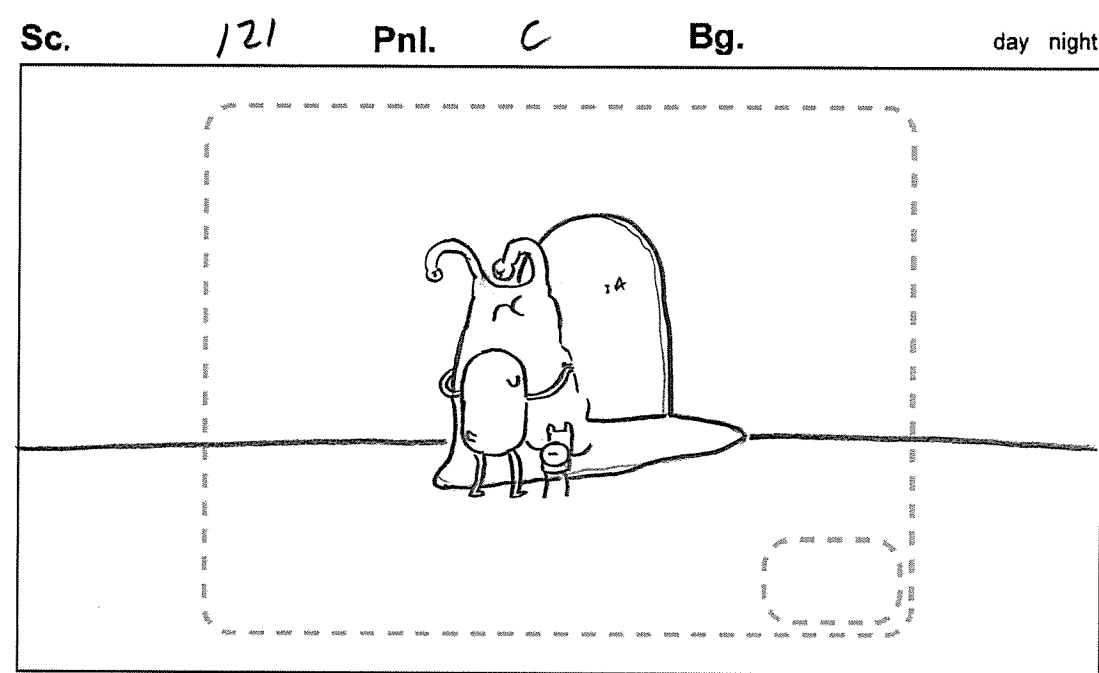
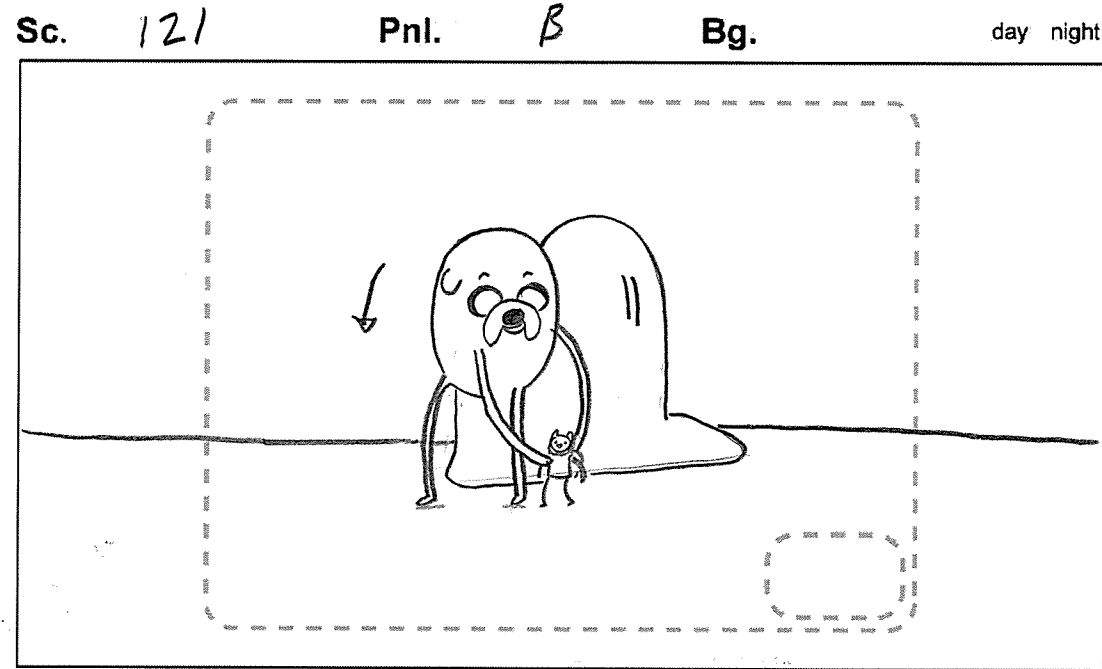
Production :

100232

ADVENTURE TIME



Page 130

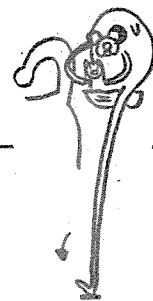


Dialog:

BOTH : ANWW
IT'S OK BURDY

CIMERE AND GIVE US
A HUG .

Action:



① JAKE STEPS OUT
HOLDING FIN

THEY GIVE HIM A
HUG

Timing:

100232

EPISODE #

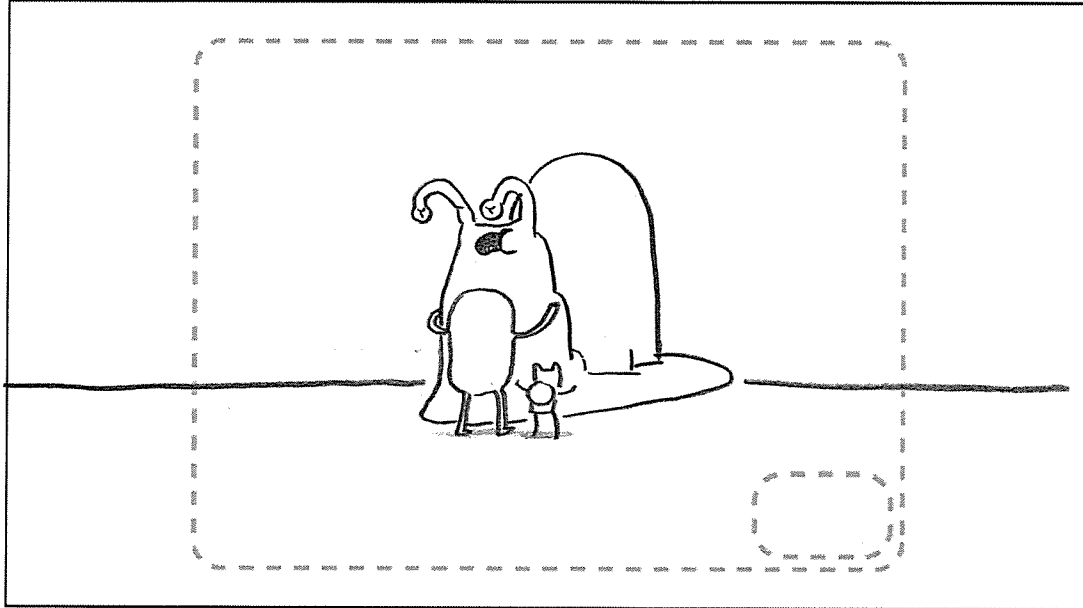
Production :

ADVENTURE TIME

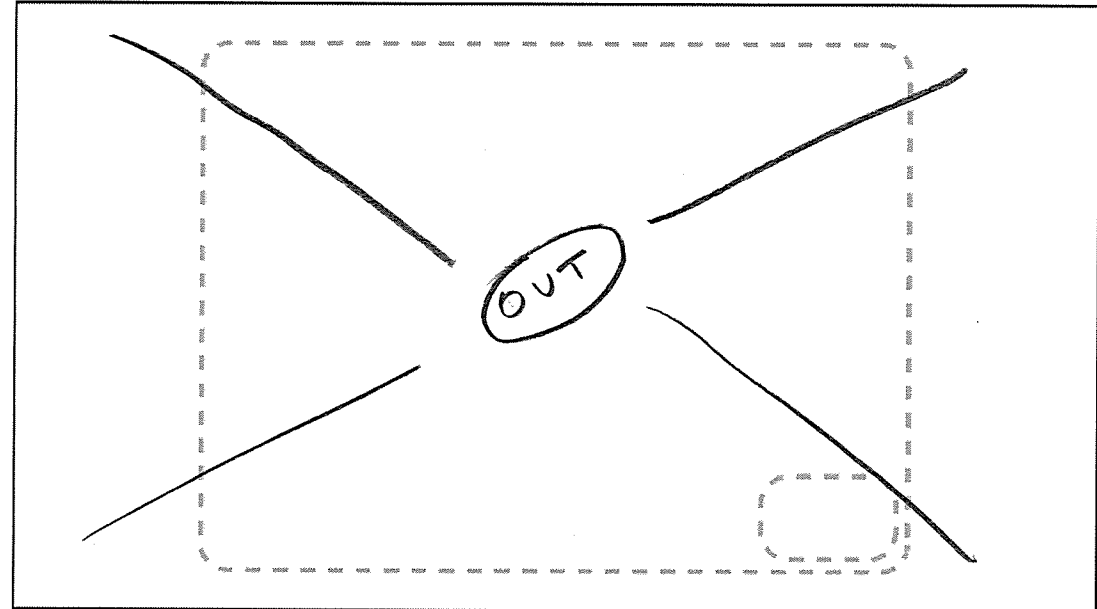


Page 131

Sc. 121 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

S- I WISH YOU GUYS WERE LADIES.

Action:

Timing:

100232

EPISODE #

Production :

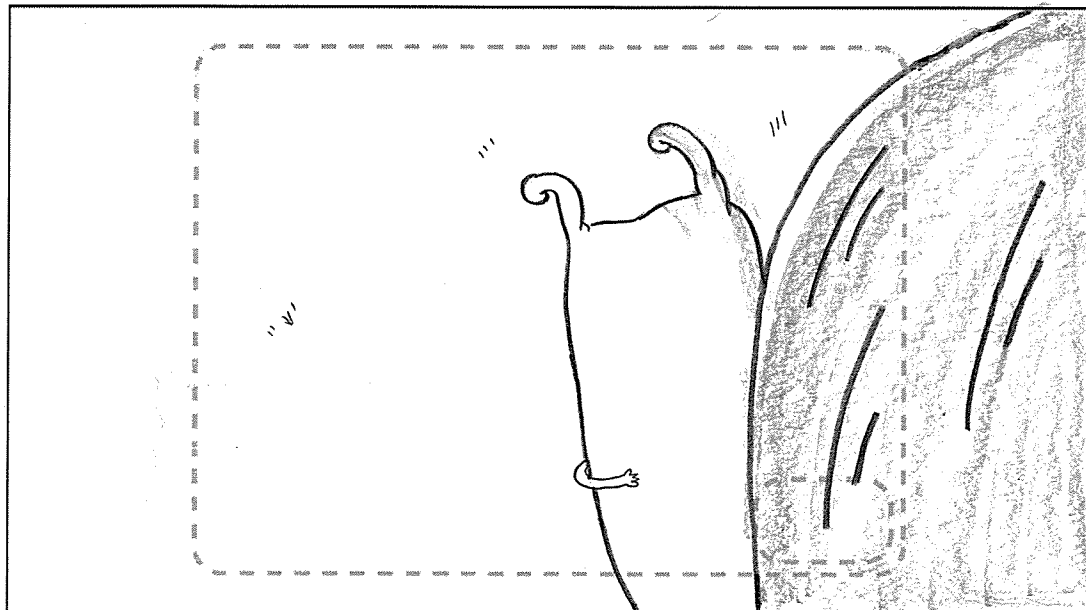
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

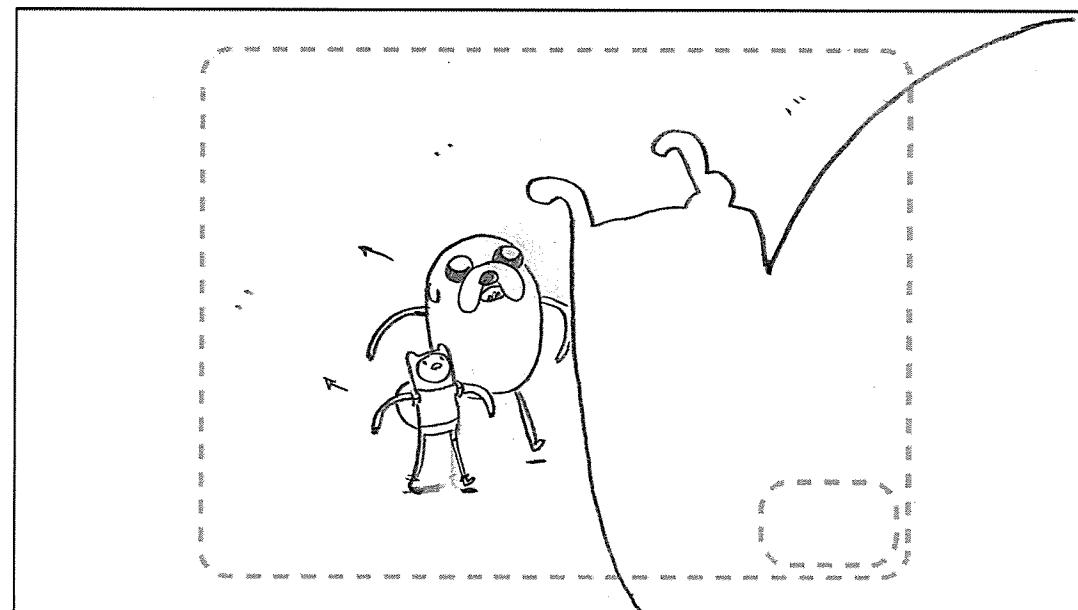


Page 132

Sc. 122 Pnl. A Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:

START POSE

J: UHH... STAY FOCUSED SNORLOCK..

Action:

F+J BACK AWAY FROM SNORLOCK.

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Sc. 123 Pnl. B Bg. day night

Sc. 124 Pnl. A Bg. day night

Dialog:

J- DO YOU HAVE ANY COOL TALENTS
That ladies might like?

S- NO!!!

Action:

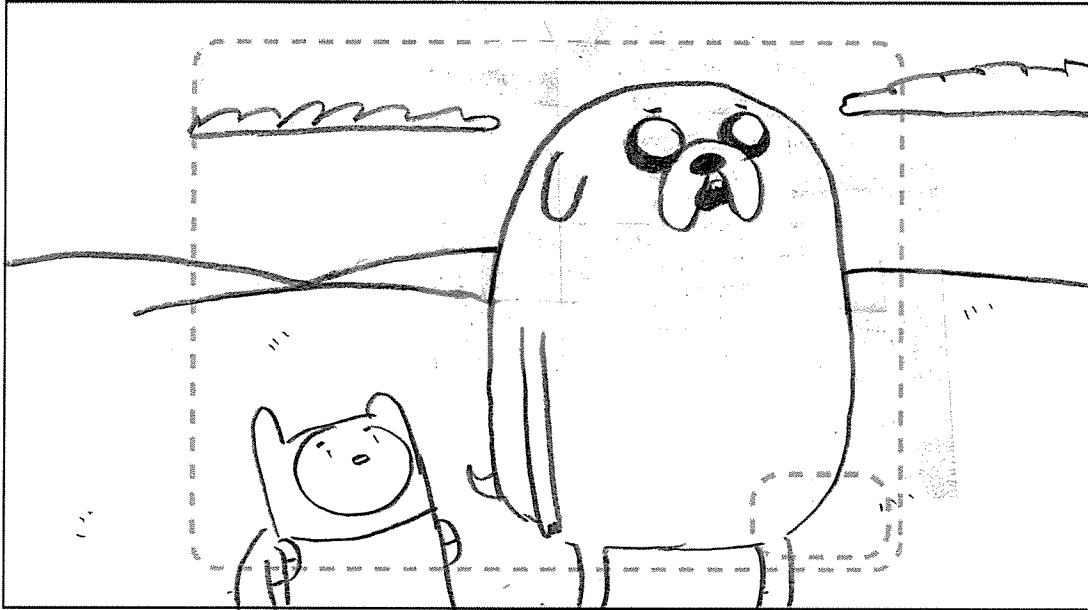
Timing:

100232
EPISODE #
Production :

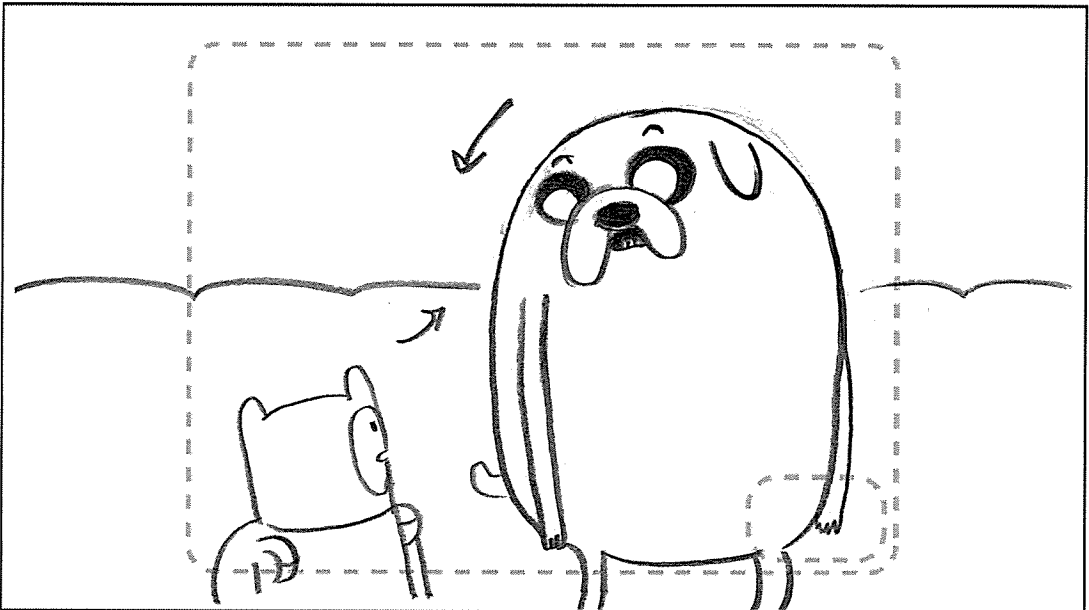
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 125 Pnl. B Bg. day night



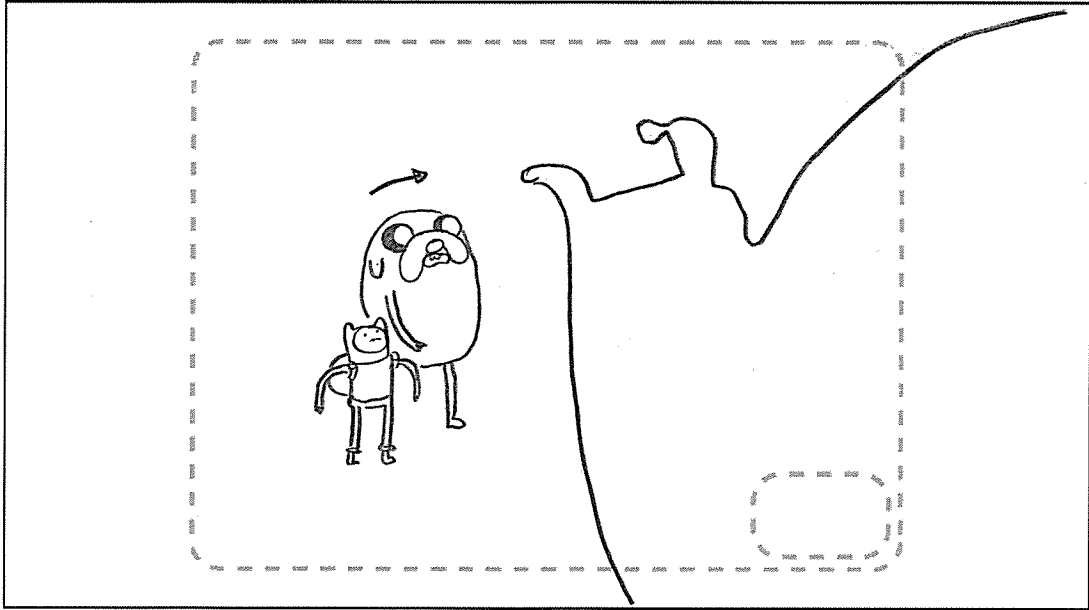
Dialog:	J- UH...
Action:	THEY EXCHANGE A LOOK.
Timing:	

100232 EPISODE # Production :

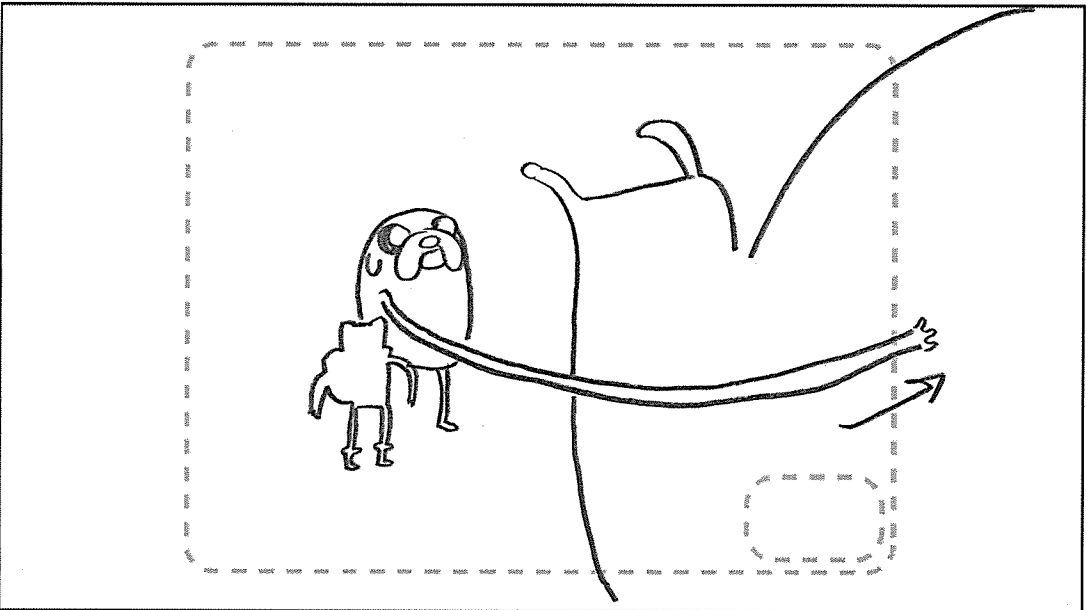
ADVENTURE TIME



Sc. 126 Pnl. A Bg. day night



Sc. 126 Pnl. B Bg. day night



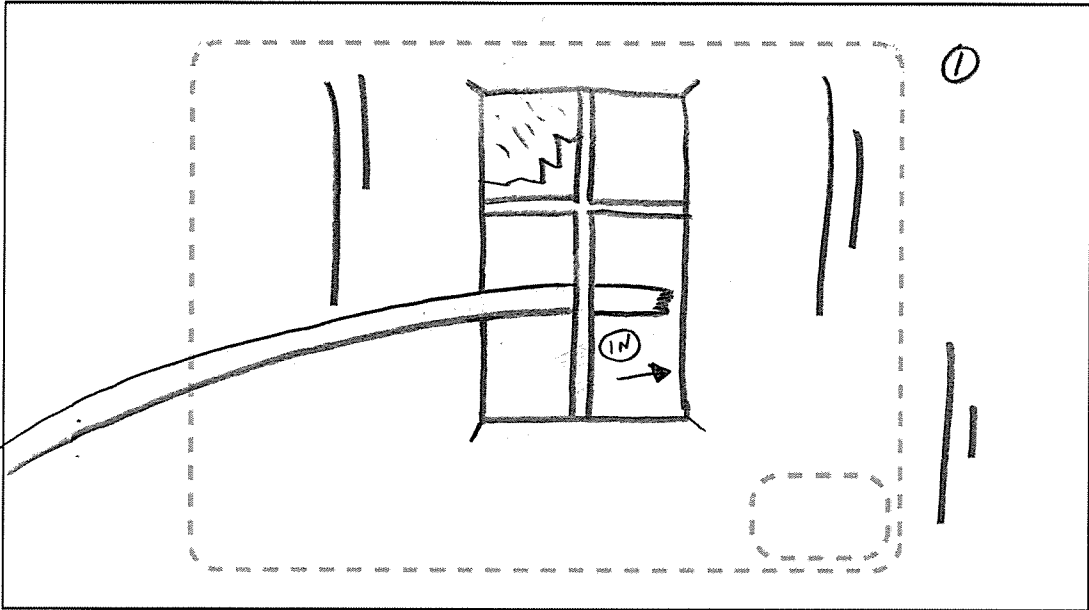
Dialog:	J - HEY FINN .	TEACH HIM HOW TO USE THE SWORDS .
Action:	JAKE REACHES (O.S.)	
Timing:		

EPISODE # 100232 Production :

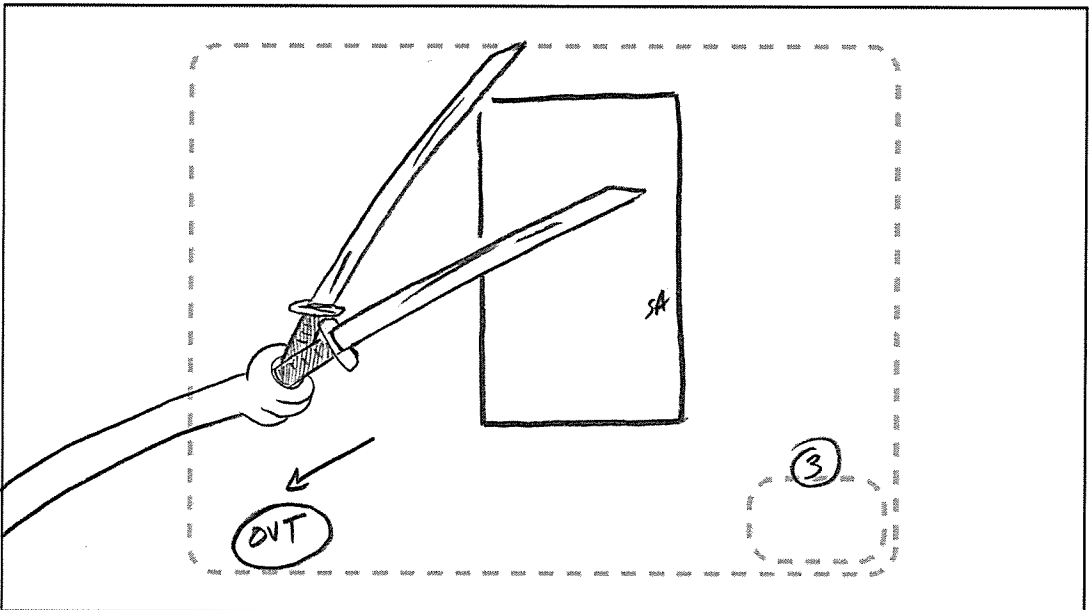
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



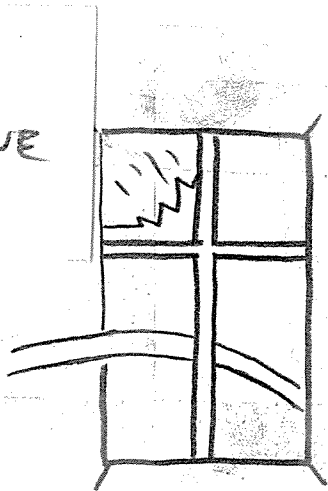
Sc. 127 Pnl. B Bg. day night



Dialog:

JAKE GNT O/S:
"THE PRINCESSES ALWAYS LOVE
THIS ONE"

Timing:



②
①
← HAND GOES IN WINDOW.

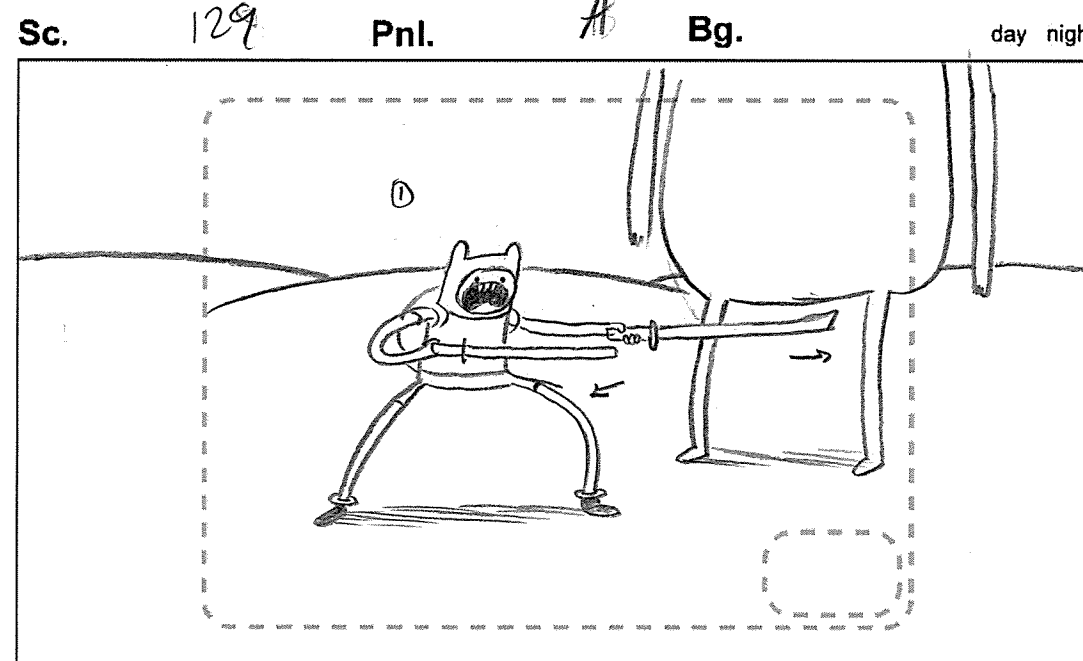
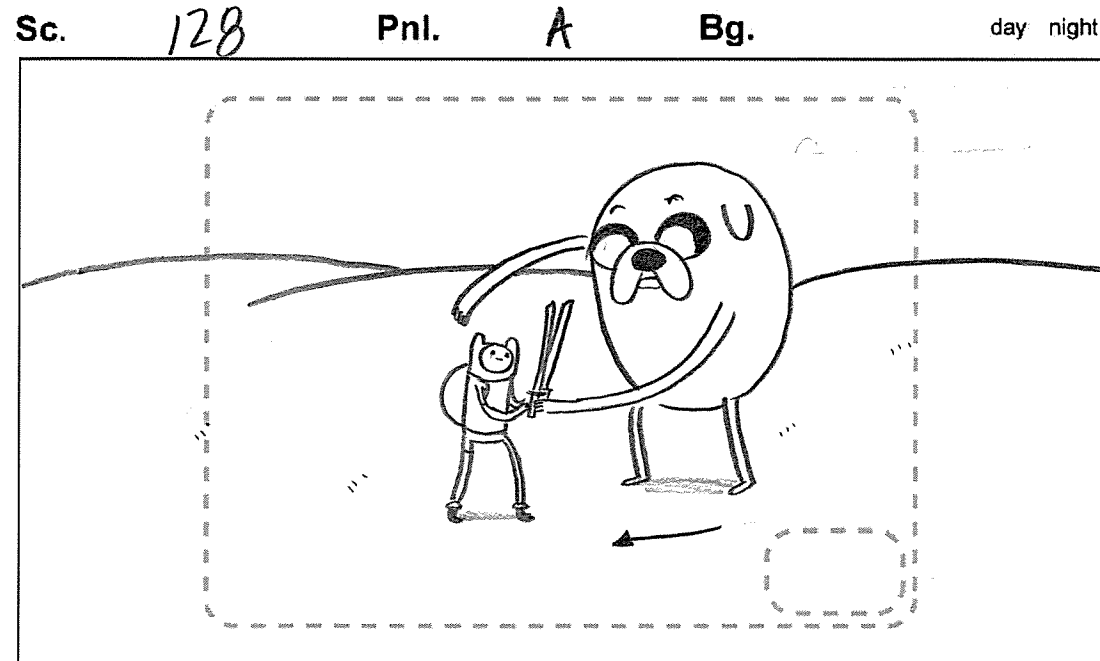
100232
EPISODE #
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes and may not be sold or transferred.

ADVENTURE TIME



Page 137

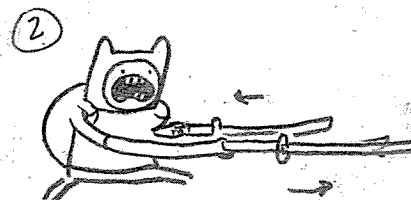


Dialog:

Action:

Timing:

FIN- YA! YA! YA! YA!
YA!



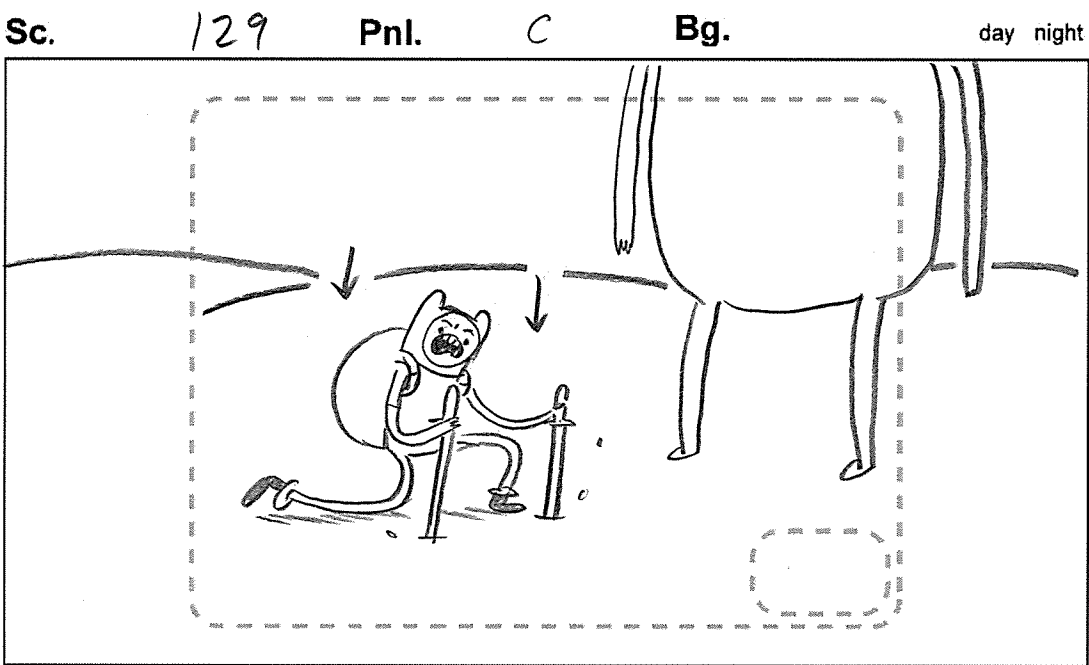
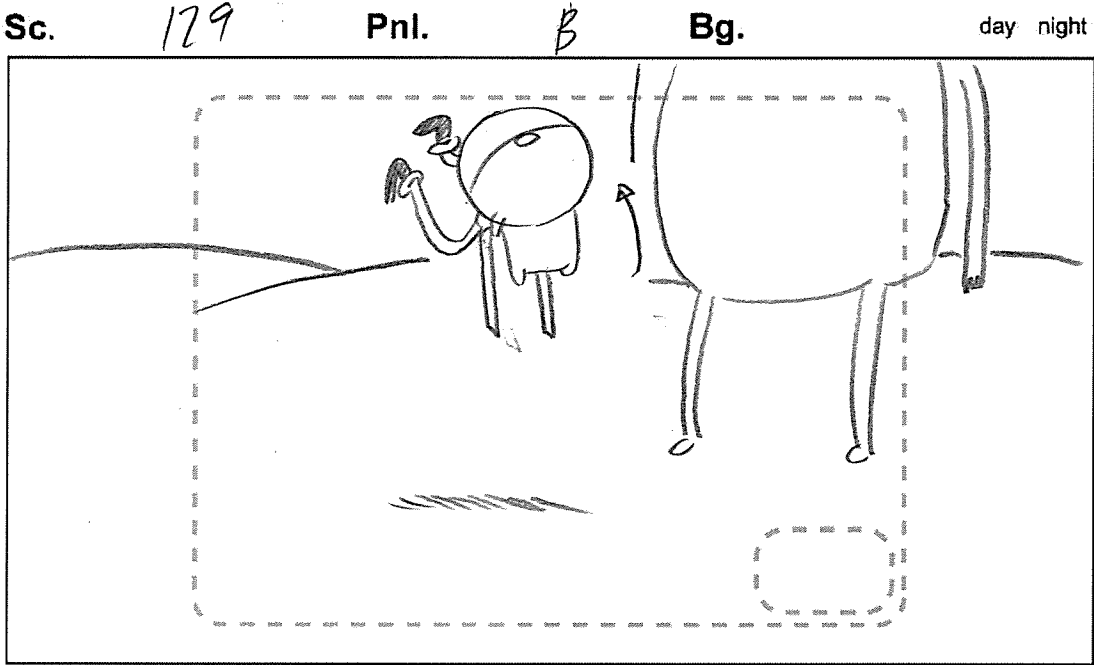
FINN STABS
THE AIR A
BUNCH

100232

EPISODE #

Production :

ADVENTURE TIME



Dialog:	F- YAH HHHHHHH
Action:	LANDS STABS INTO GROUND.
Timing:	

100232

EPISODE #

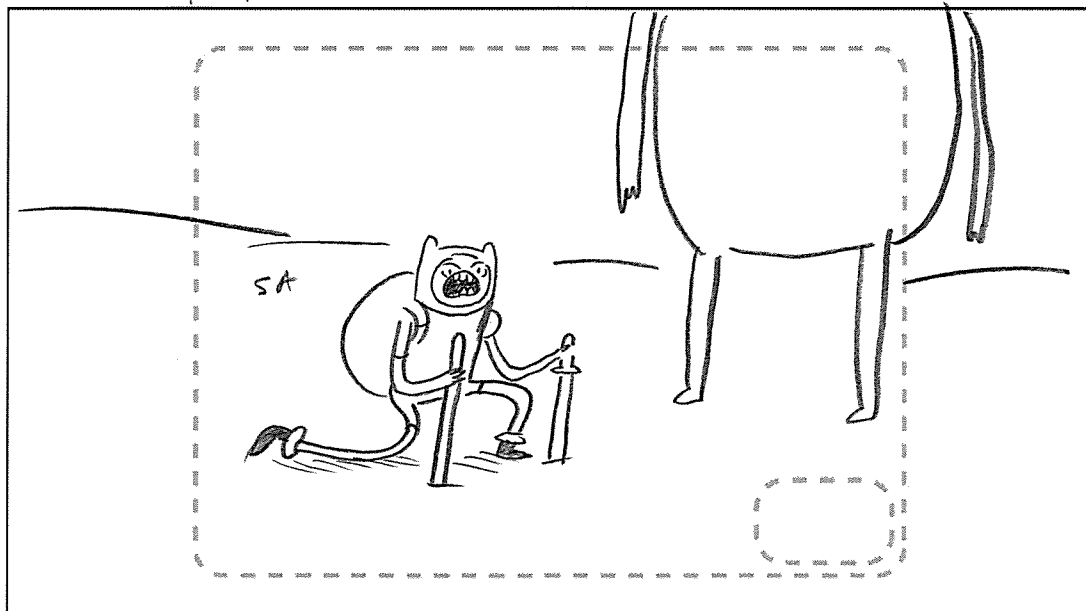
Production :

ADVENTURE TIME

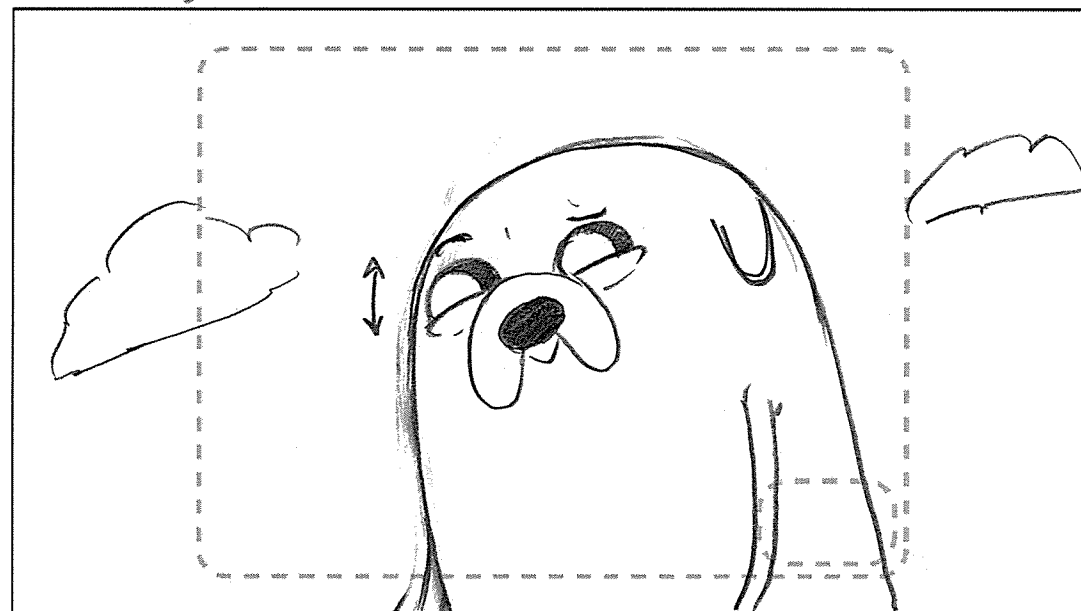


Page 139

Sc. 129 Pnl. D Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog:

AAAHHHH

Action:

JAKE NODS APPROVINGLY

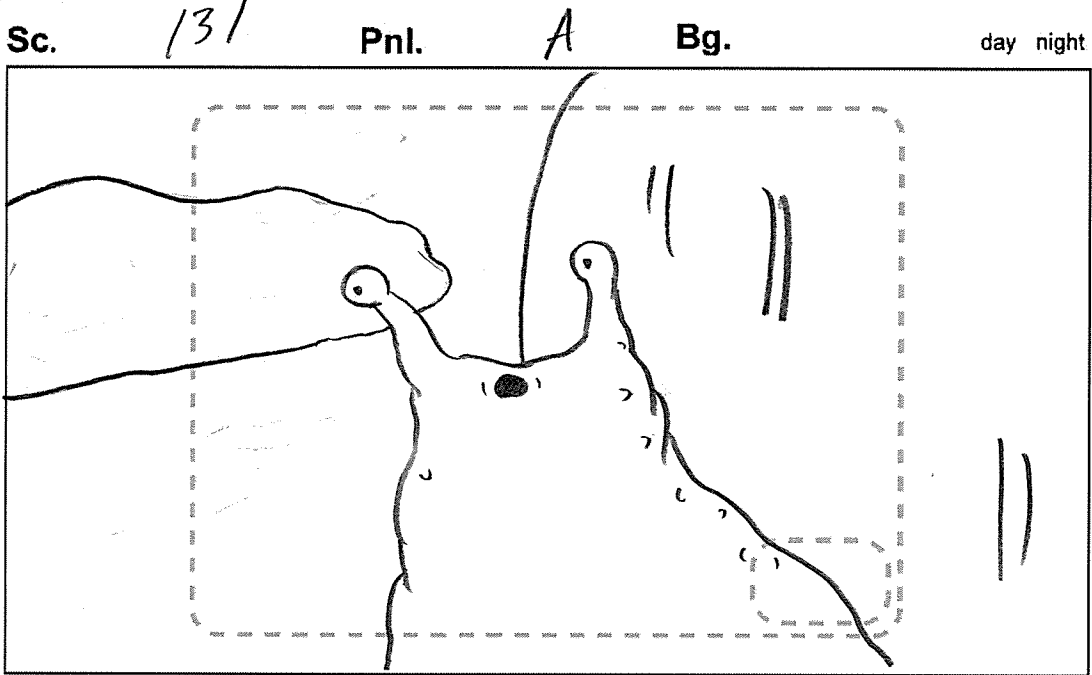
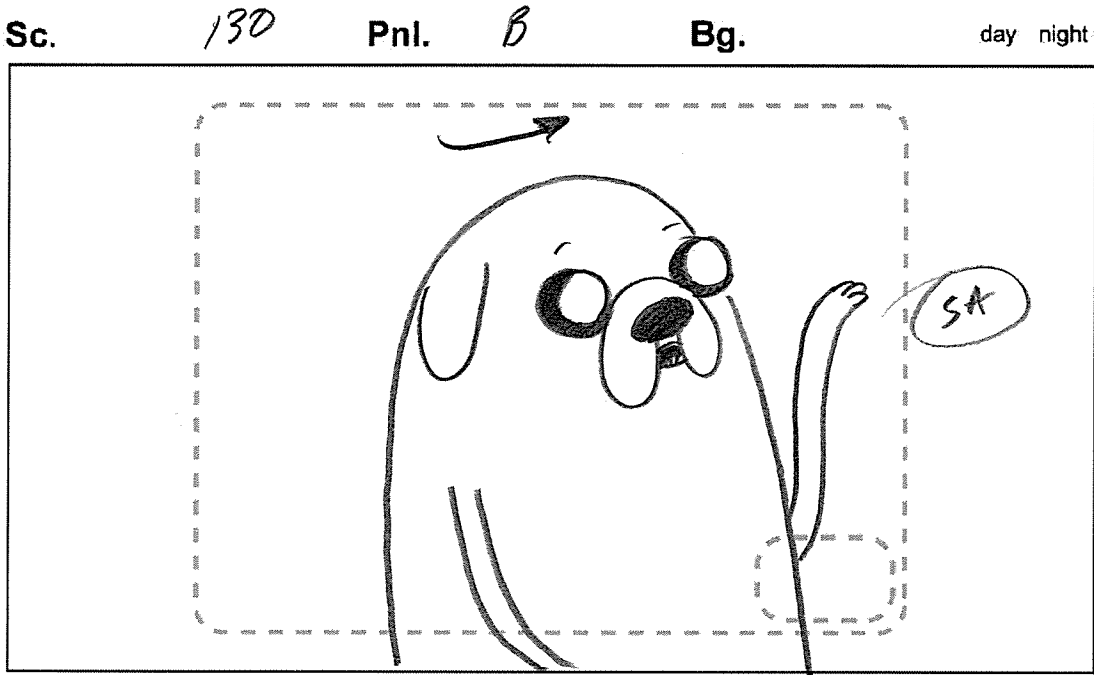
Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Dialog:	J- YOU THINK YOU CAN DO THAT SNORLOCK?	S- I dunno.
Action:	(JAKE TURNS AROUND)	
Timing:		

EPISODE # 100232

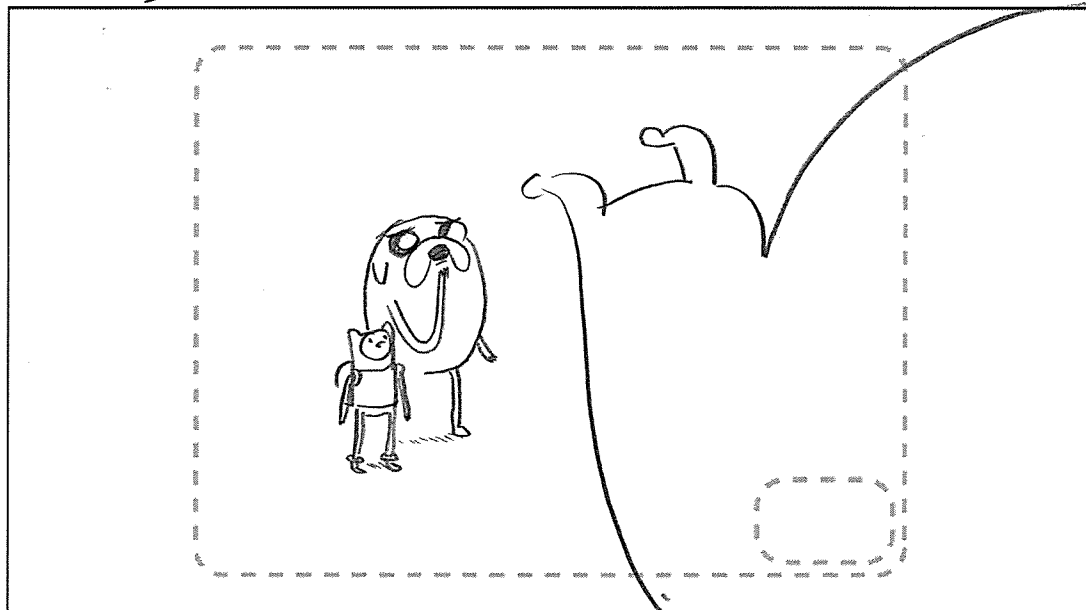
Production :

ADVENTURE TIME

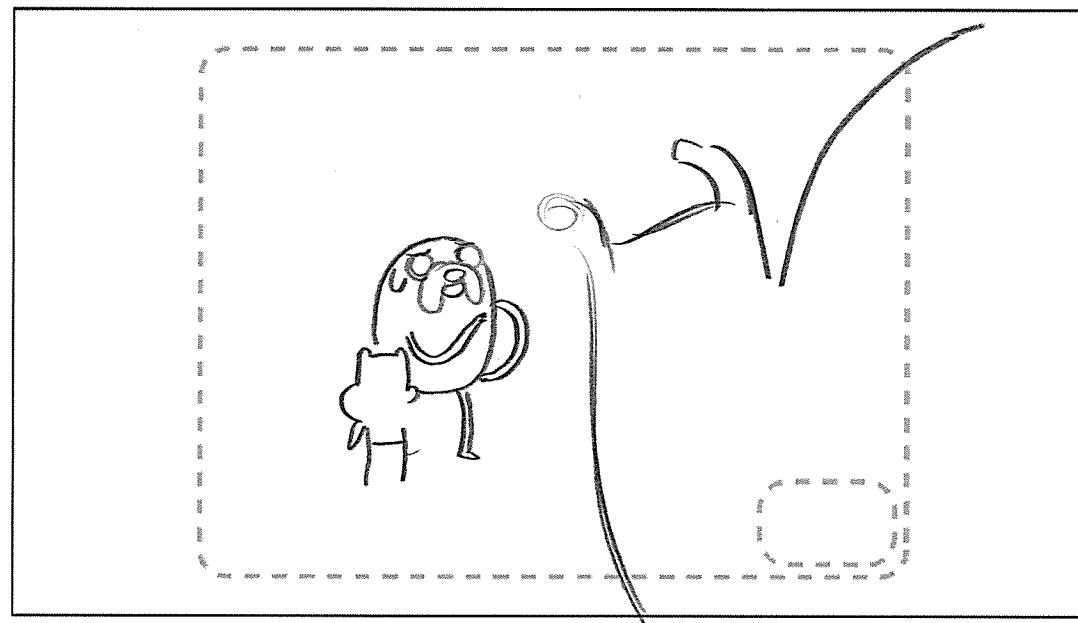


Page 141

Sc. 132 Pnl. A Bg. day night



Sc. 132 Pnl. B Bg. day night



Dialog:

J- Hmm

J- MAYBE YOU'RE MUSICAL.
CAN YOU DO THIS?

Action:

Timing:

100232

EPISODE #

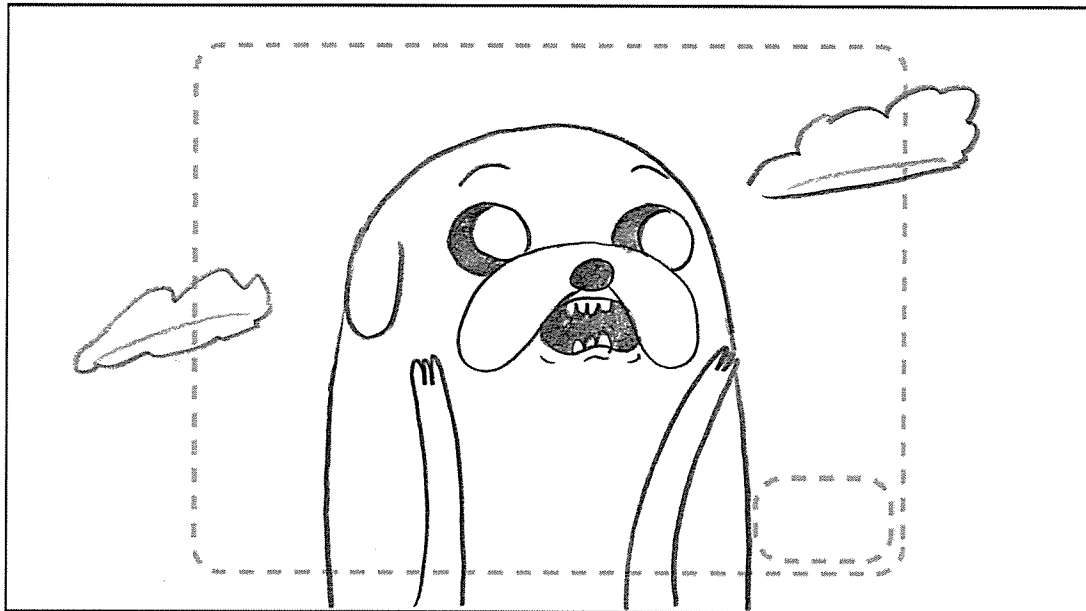
Production :

ADVENTURE TIME

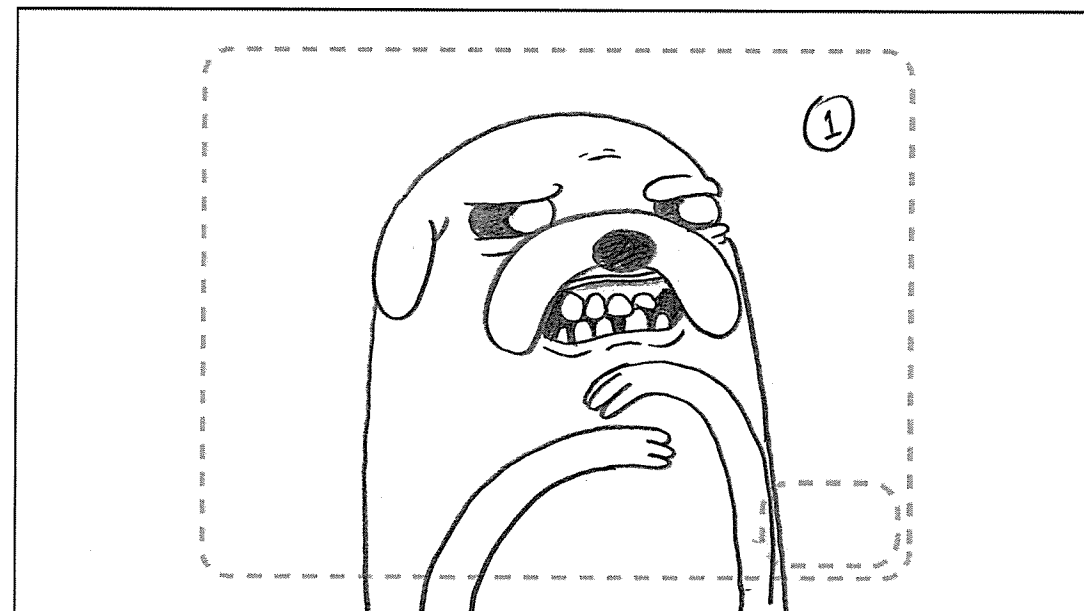


Page 142

Sc. 133 Pnl. A Bg. day night



Sc. 133 Pnl. B Bg. day night



Dialog:

J- (HUGE INHALE)

(J. STARTS BEAT-BOXIN)

Action:

Timing:



100232

EPISODE #

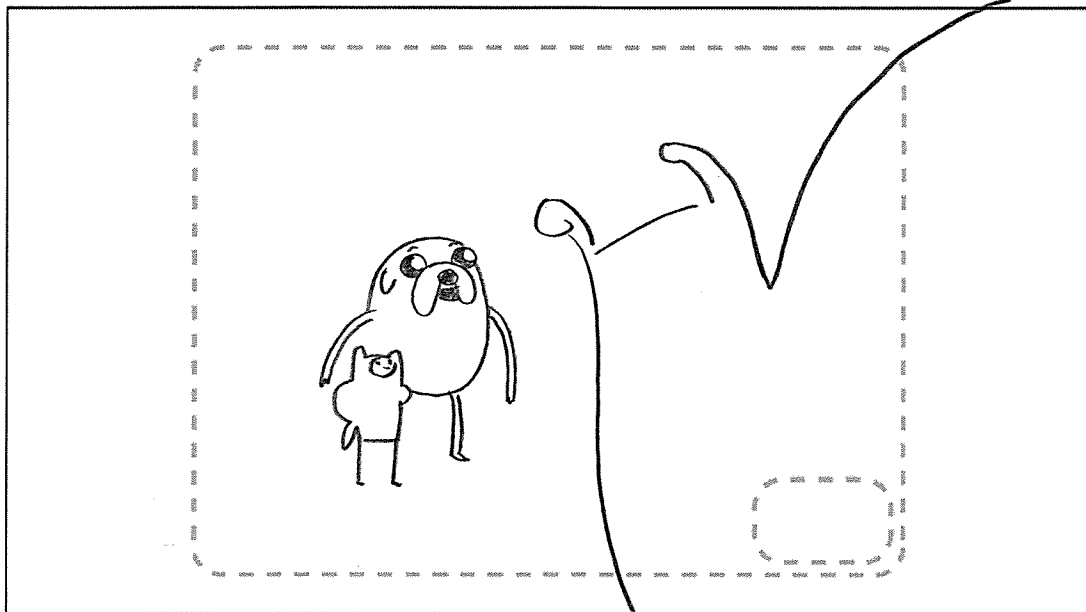
Production :

ADVENTURE TIME

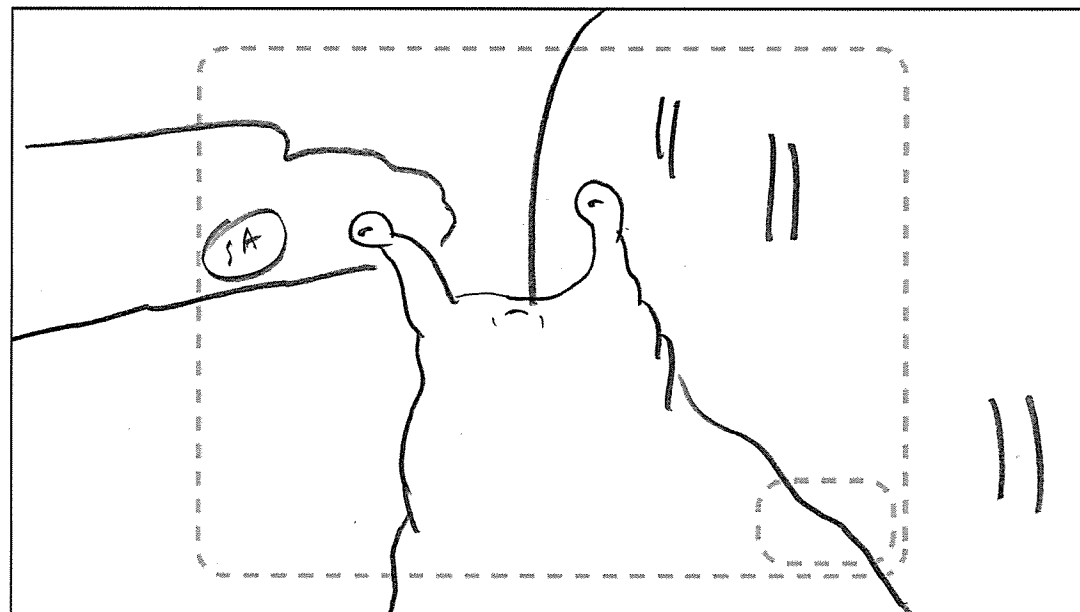


Page 143

Sc. 134 Pnl. A Bg. day night



Sc. 135 Pnl. A Bg. day night



Dialog:

J- Try doin all of that.

S- Hmmm...

Action:

Timing:

100232

EPISODE #

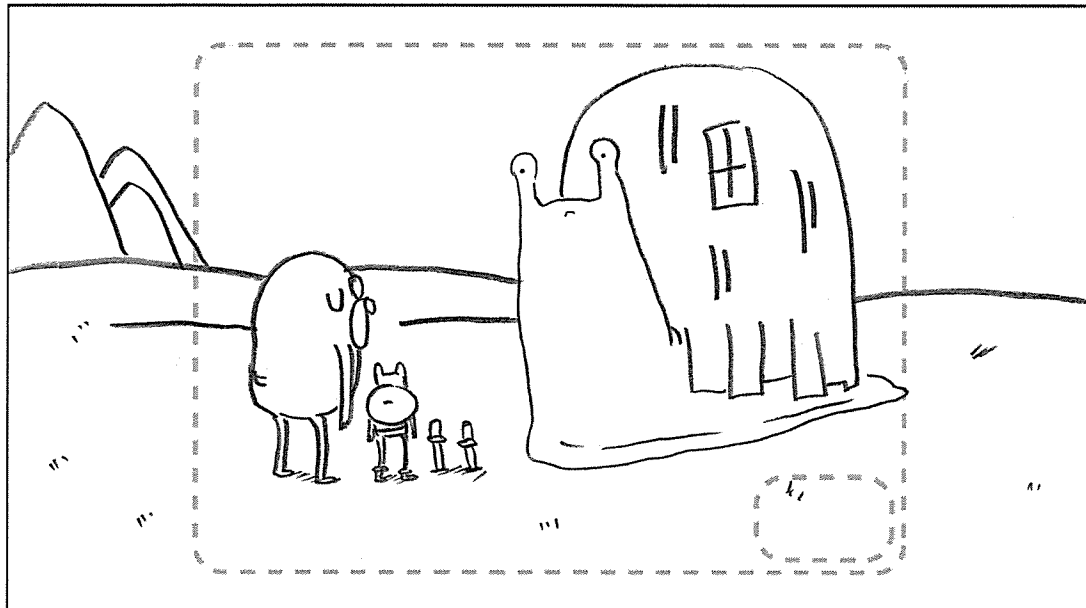
Production :

ADVENTURE TIME

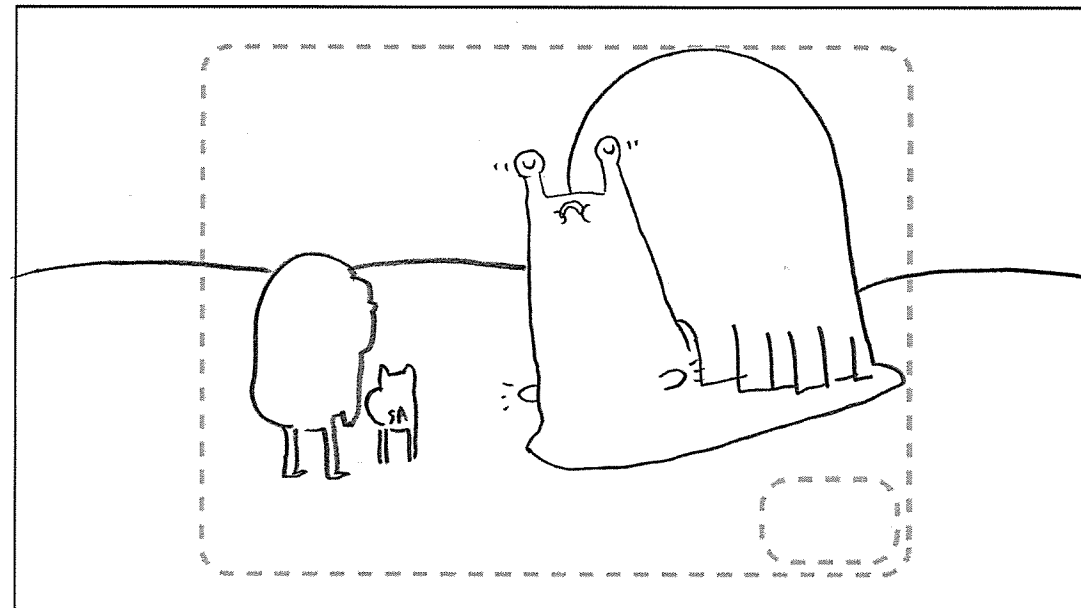


Page 144

Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:

S- GRUNTS

Action:

(LITTLE NVBS POP OUT
OF SIDE)

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night

Sc. 137 Pnl. B Bg. day night

Dialog:
Action: NUBS GRAB KITANAS
Timing:

100232
EPISODE #
Production :

ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:
S- (BEAT BOXES)
Action:
Timing:

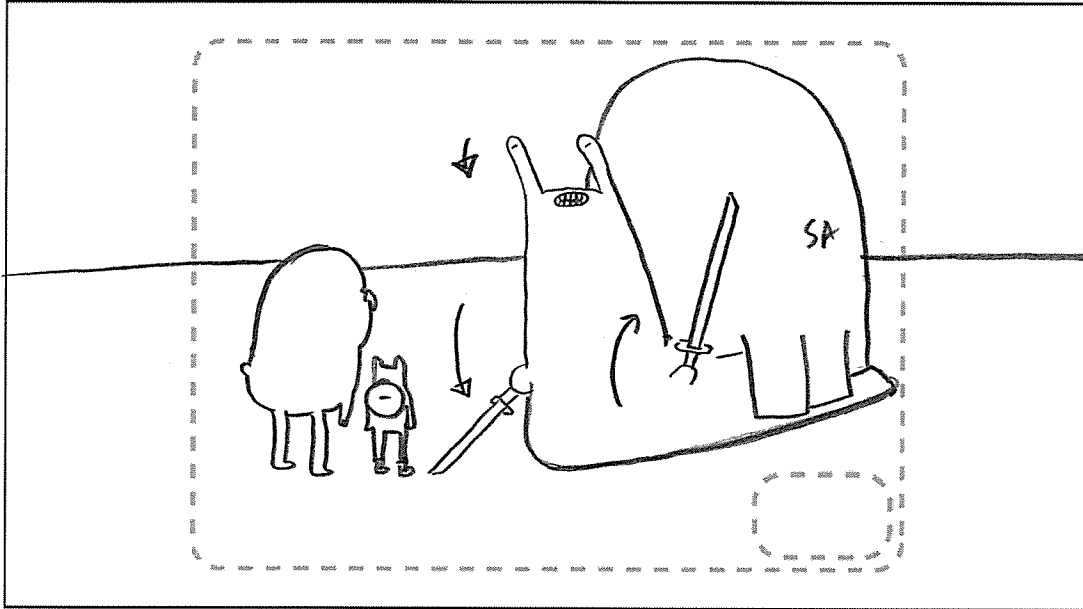
100232
EPISODE #
Production :

ADVENTURE TIME

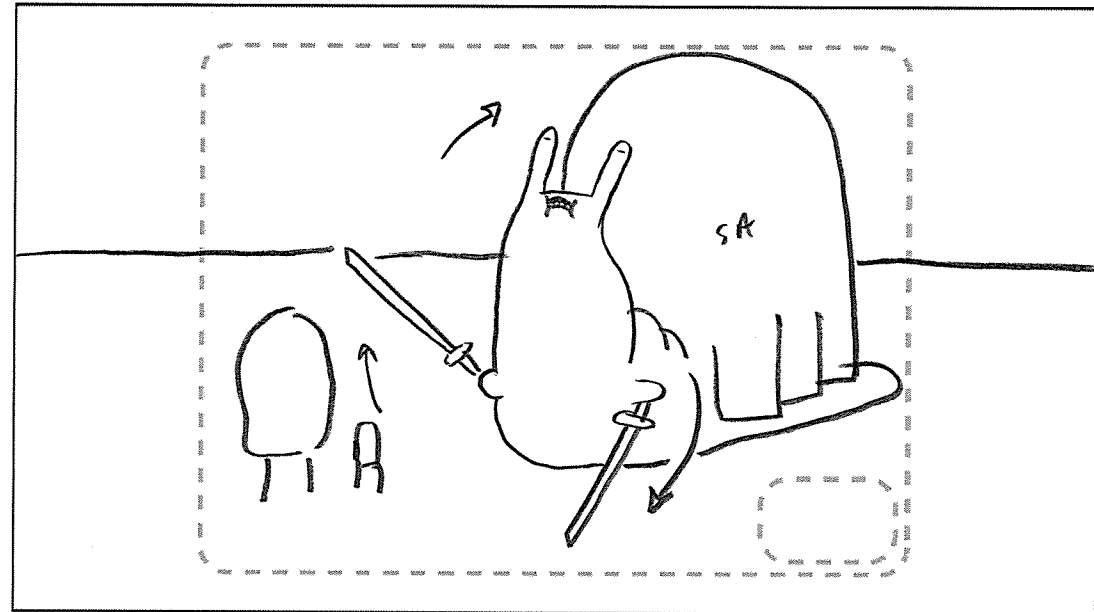


Page 147

Sc. 138 Pnl. B Bg. day night



Sc. 138 Pnl. C Bg. day night



Dialog:

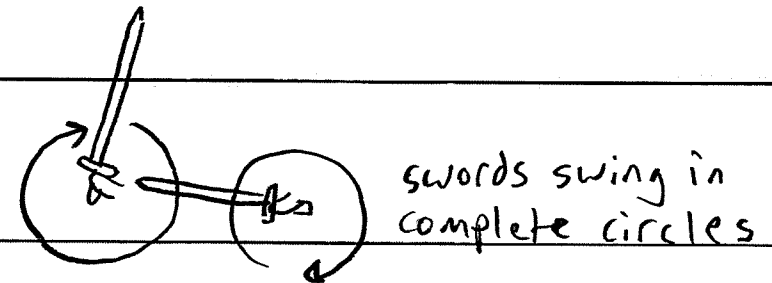
S- (BEAT BOXING)

Action:

- SNORLOCK SWINGS SWORDS IN CIRCLES
- MOVES HEAD BACK AND FORWARD.

← CYCLE →

Timing:



100232

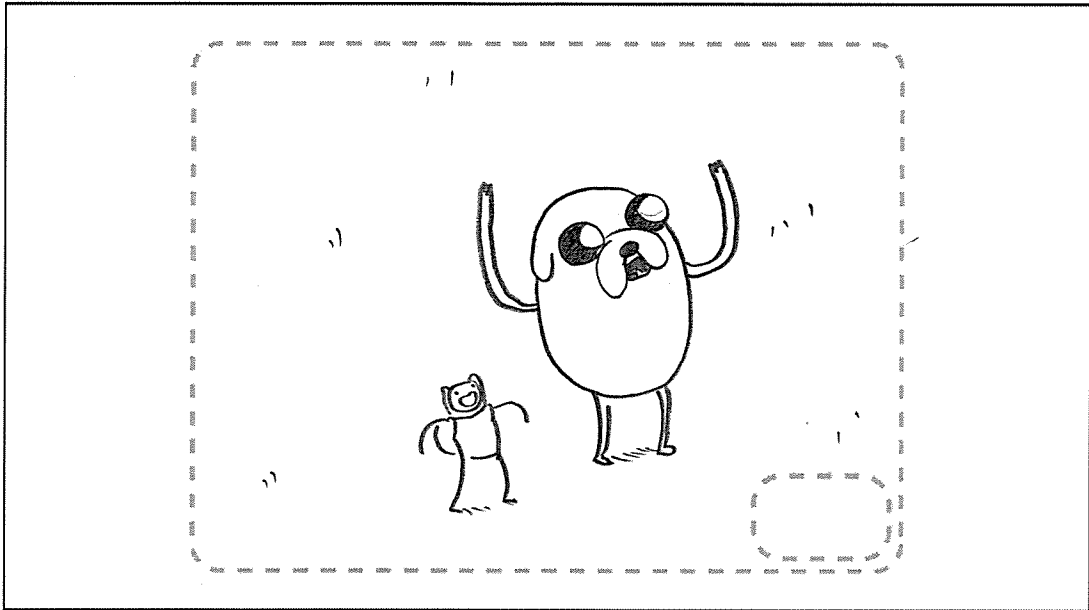
EPISODE #

Production :

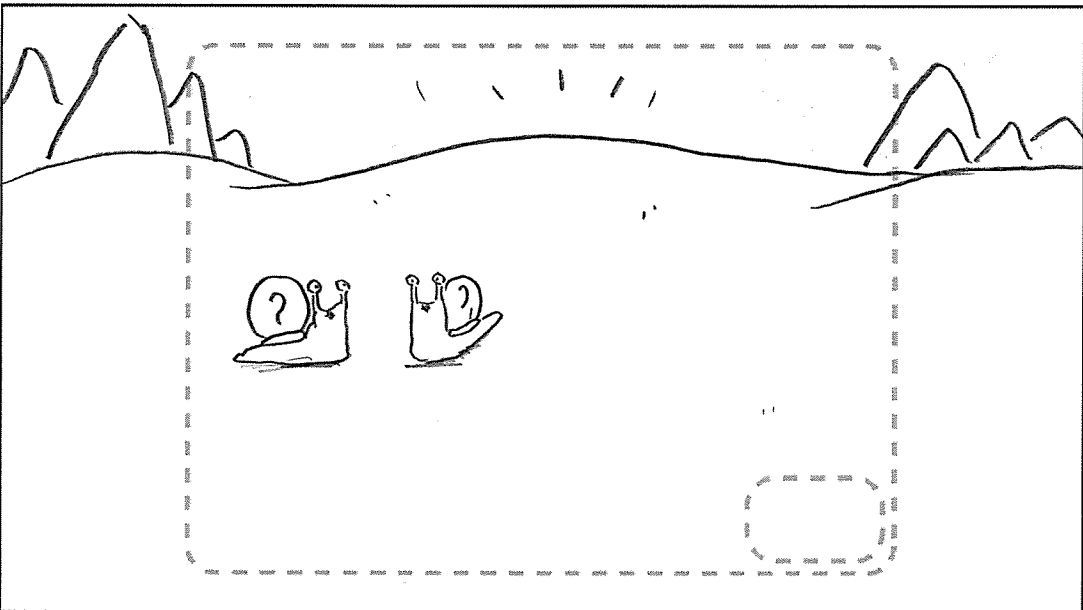
ADVENTURE TIME



Sc. 139 Pnl. A Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:	BOTH: WOO! YEAH!	(O.S.) BEAT BOXING
Action:	OVER THE NEXT HILL, TWO LADY SNAILS HEAR SNORLOCK'S BEAT BOXING	
Timing:		

EPISODE # 100232 Production :

ADVENTURE TIME



Sc.

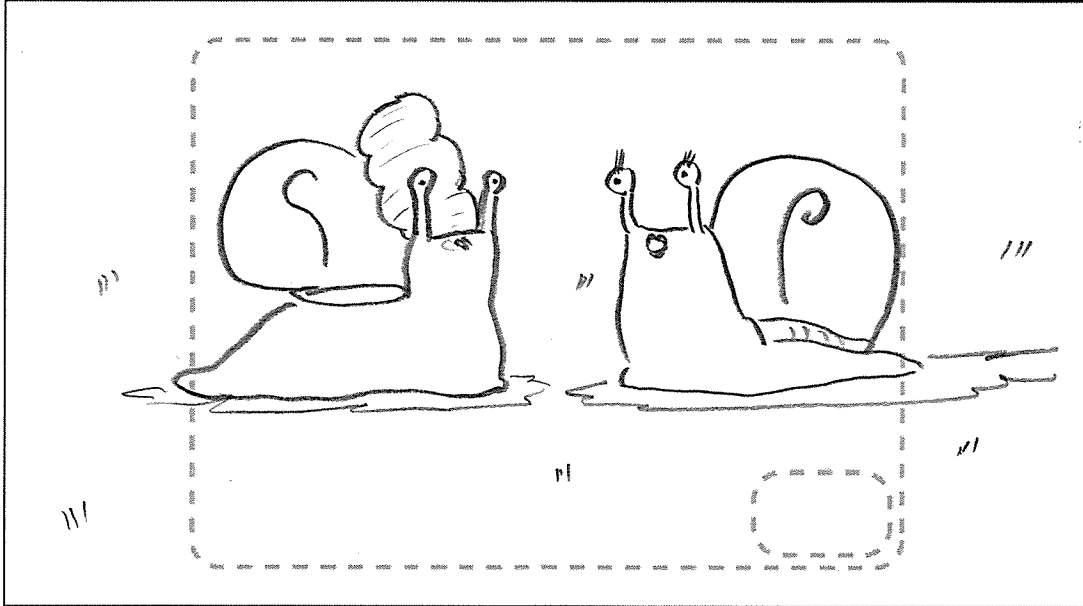
141

Pnl.

A

Bg.

day night



Sc.

141

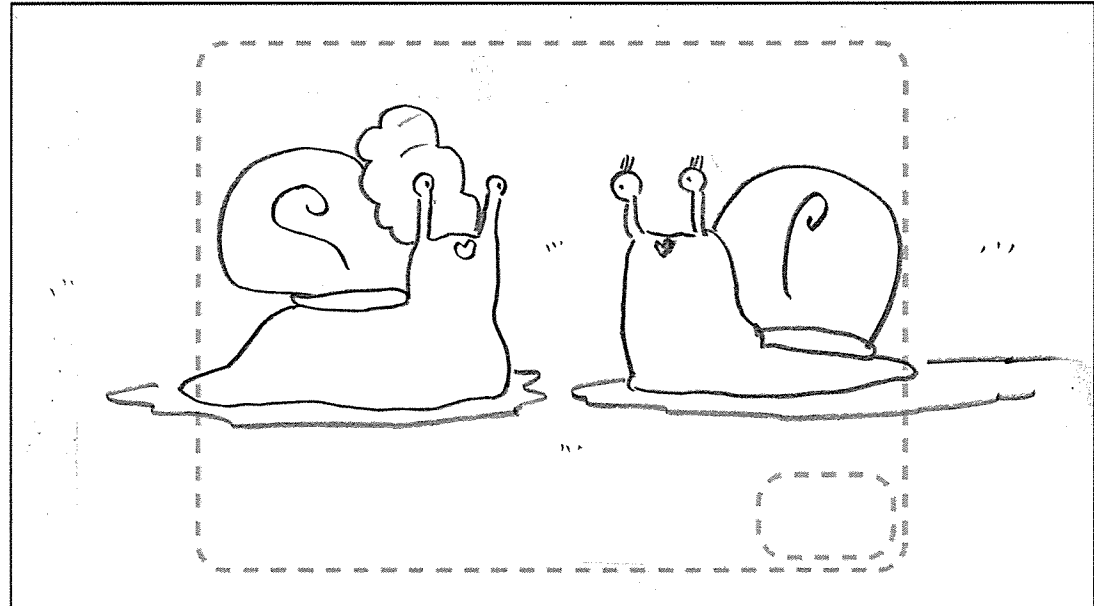
Pnl.

B

Bg.

day night

Page 149



Dialog:

CS#3- MY WORD ELANOR
WHAT IS THAT ALLURING SOUND?

ELANOR- I HAVE NO IDEA,

Action:

Timing:

EPISODE #

100232

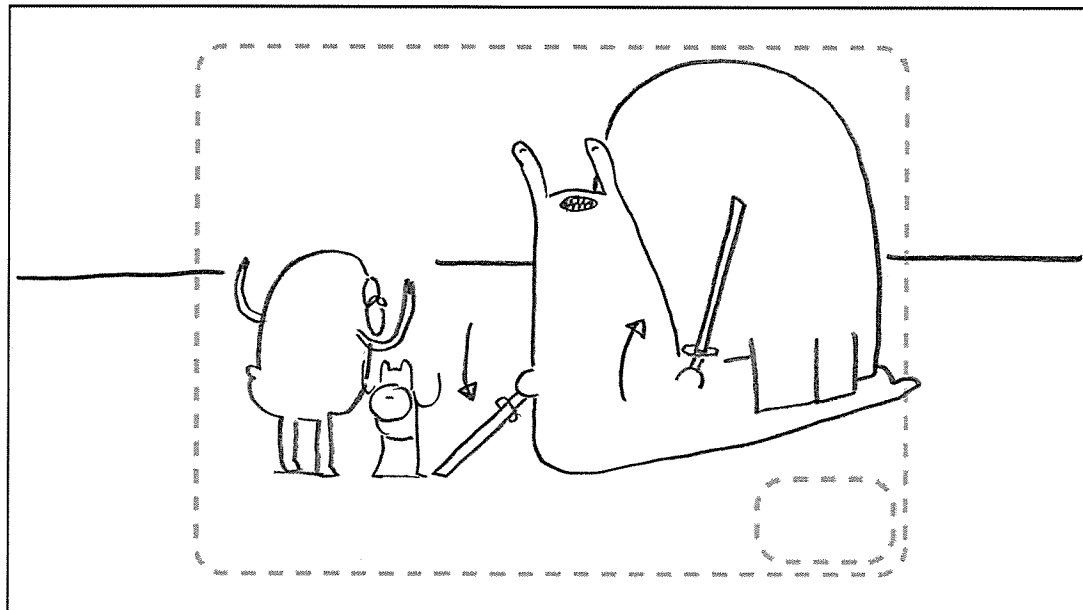
Production :

ADVENTURE TIME

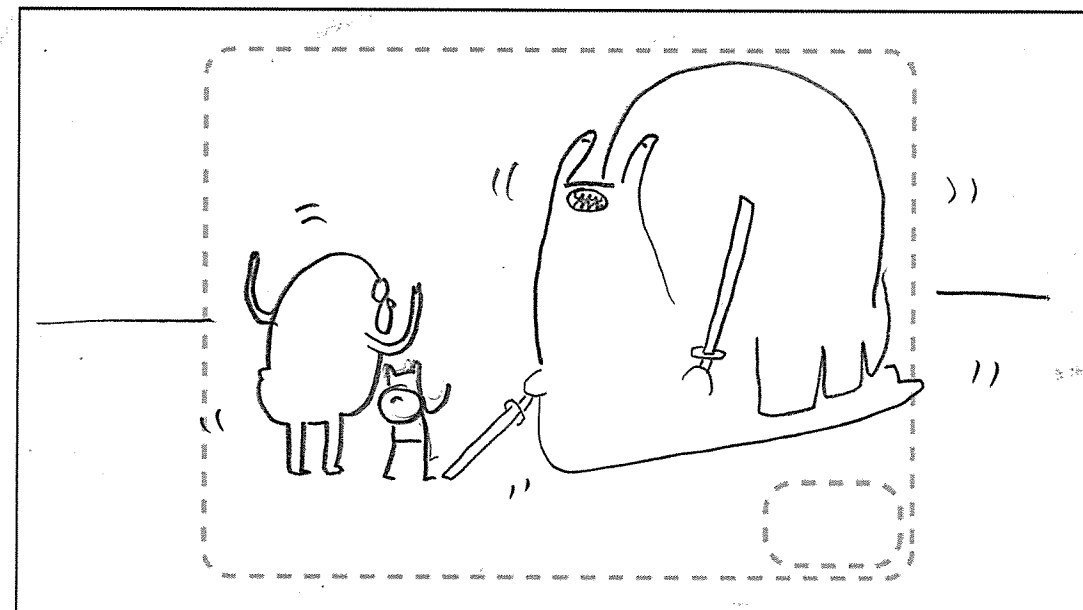


Page 150

Sc. 142 Pnl. A Bg. day night



Sc. 142 Pnl. B Bg. day night



Dialog:

J- YEAH SNORLOCK, SHOW US
THAT TALENT.
F- WOOO!

Sfx: RUMBLING

Action:

SNORLOCK BEAT BOXIN', WAVIN
SWORDS, FINN + JAKE ARE CHEERIN
HIM ON

CAM SHAKEE
GROUND RUMBLE'S

Timing:

EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 151

Sc.

143

Pnl.

A

Bg.

day night

Sc.

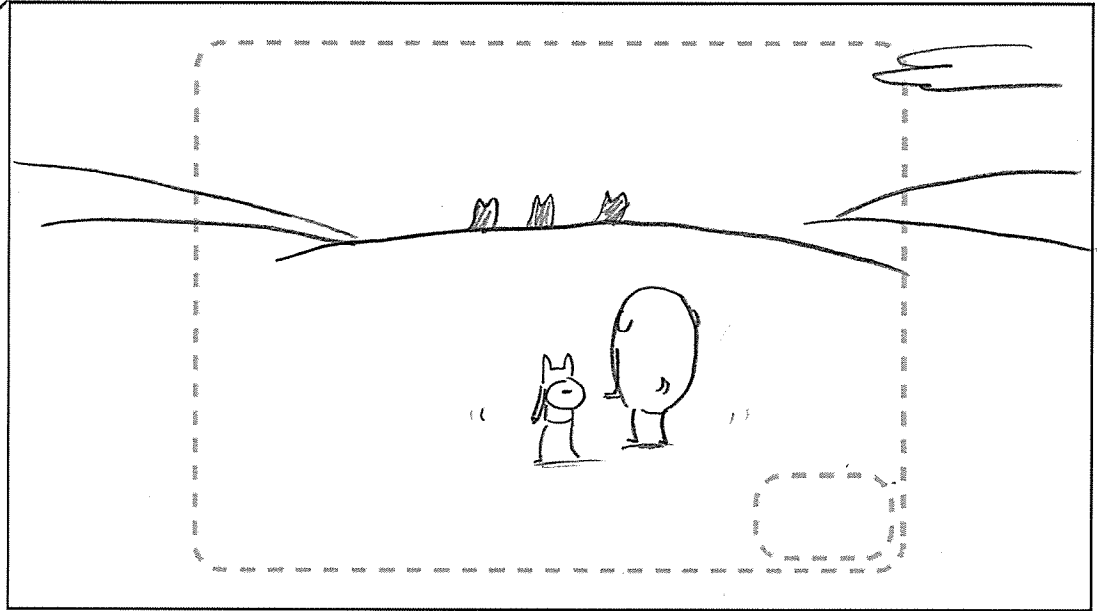
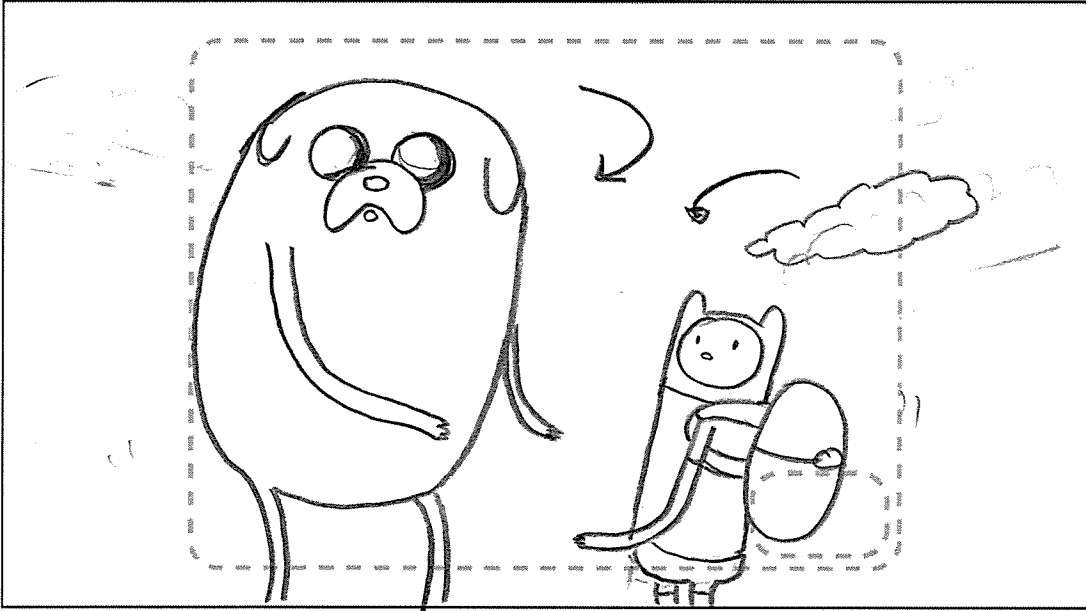
144

Pnl.

A

Bg.

day night



Dialog:

CAM CONT SLAKING / STEADILY INCREASING

Action:

F+J TURN AROUND

GROUND SHAKING
SNAIL GIRLS START TO
EMERGE

Timing:

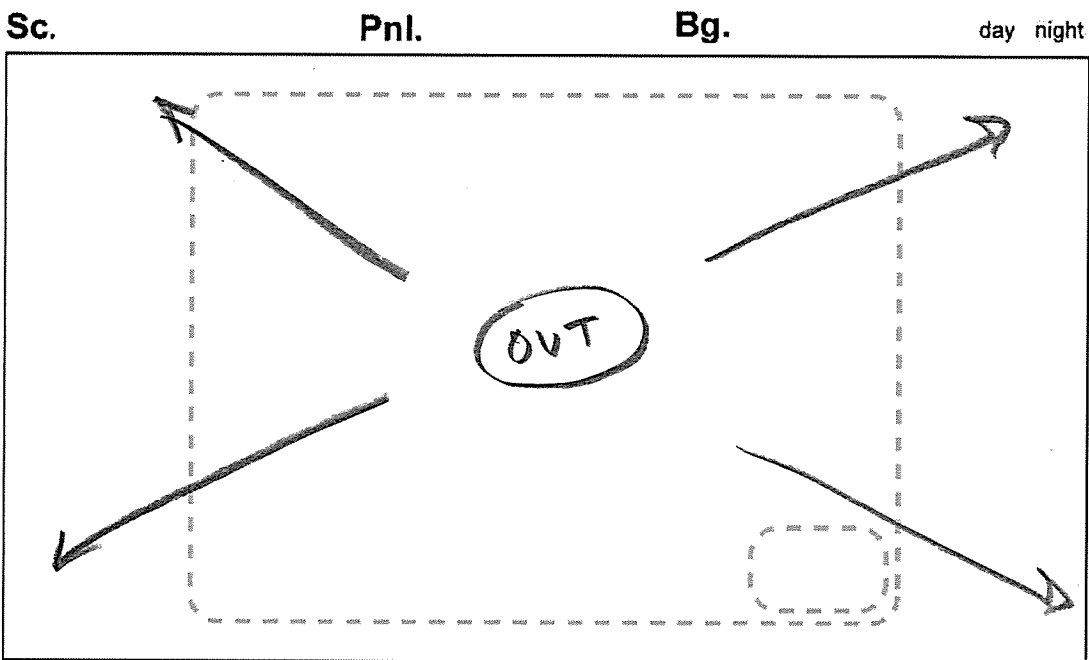
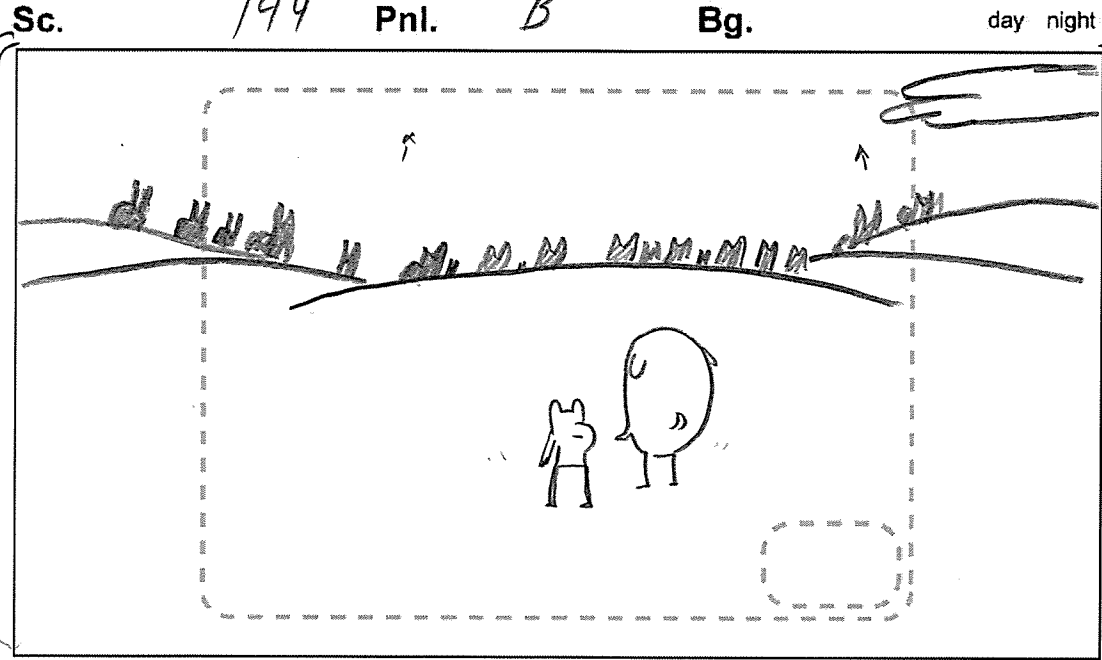
100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

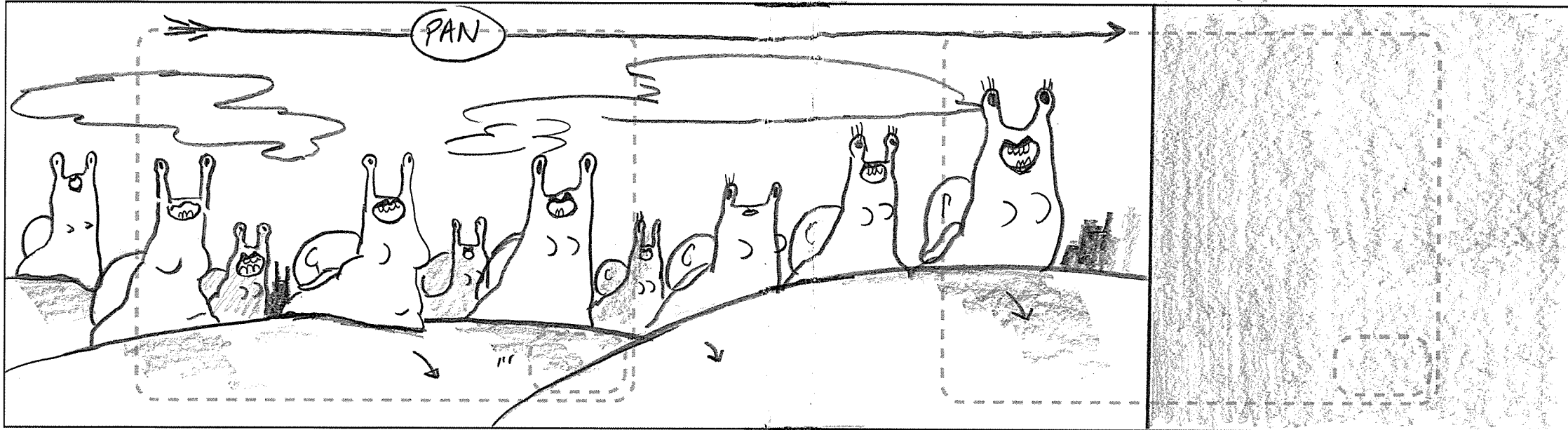
100232
EPISODE #
Production :

ADVENTURE TIME



Page 153
day night

Sc. 145 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:

(LADY SNAIL WALLA)

"OH MY WHAT IS THAT WONDERFUL SOUND?" "DO I SEE SWORDS?"

Action:

TONS O' LADY SNAILS COME OVER THE HILL SIDE.

Timing:

100232

EPISODE #

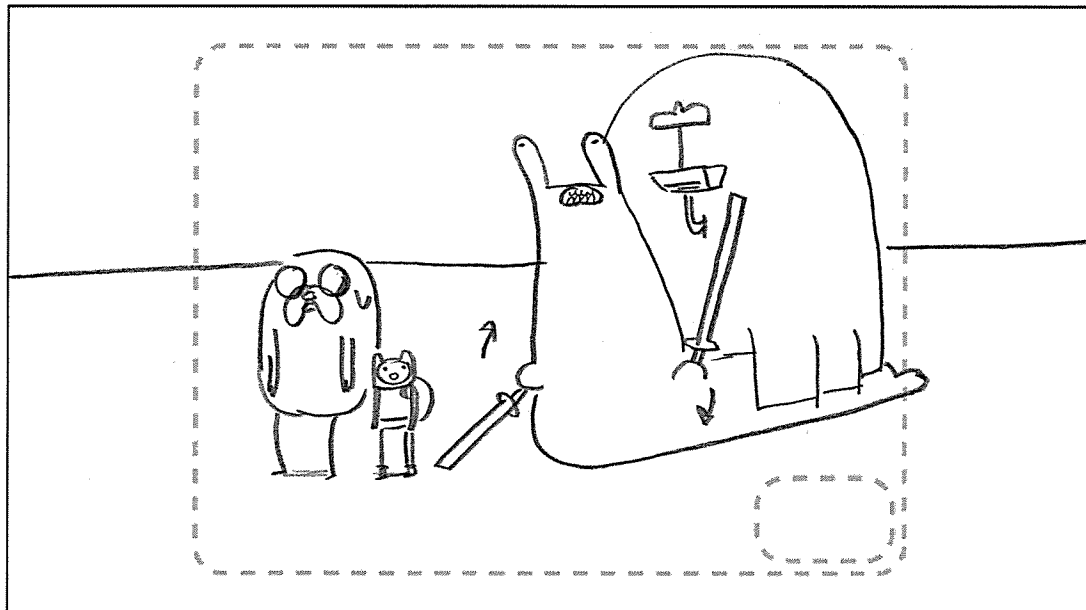
Production :

ADVENTURE TIME

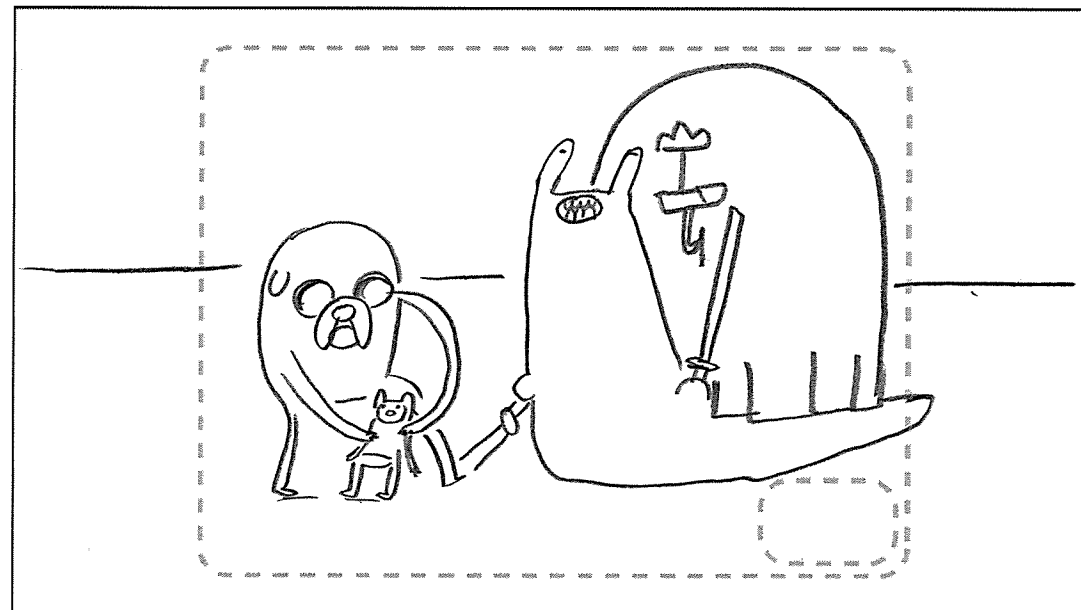


Page 154

Sc. 146 Pnl. A Bg. day night



Sc. 146 Pnl. B Bg. day night



Dialog:

F- JAKE, THESE CHICKS LOOK PRETTY
SERIOUS.

Action:

(SNORLOCK STILL B. BOXING)

Timing:

J: (WHISPERY/GIDDY) LETS LET
SNORLOCK DO HIS THING...

100232

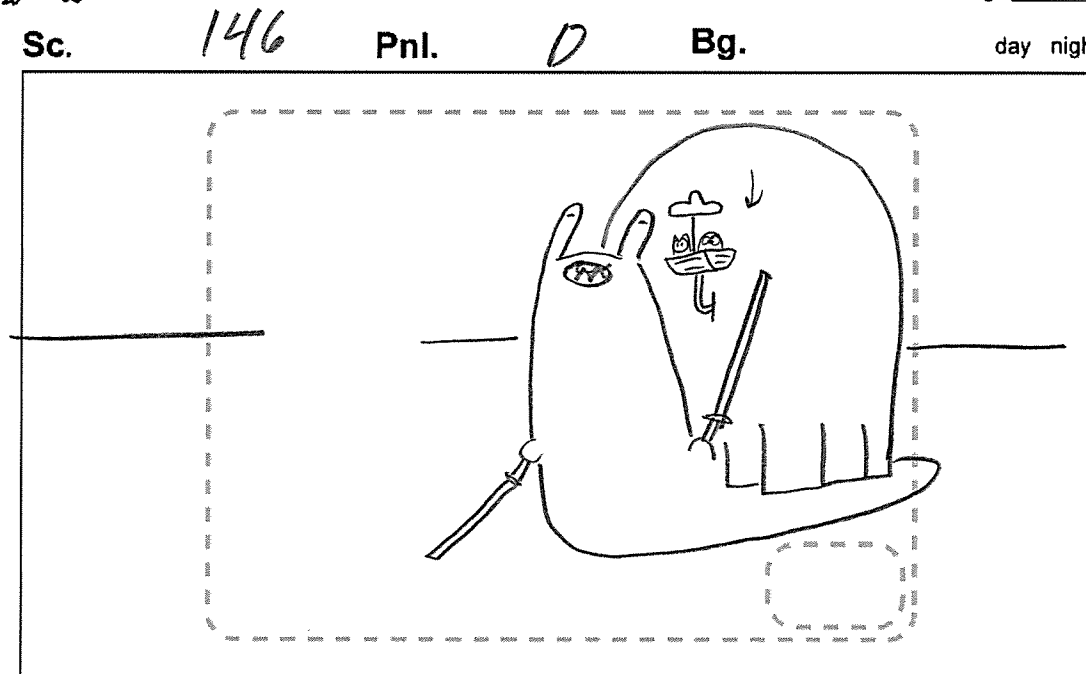
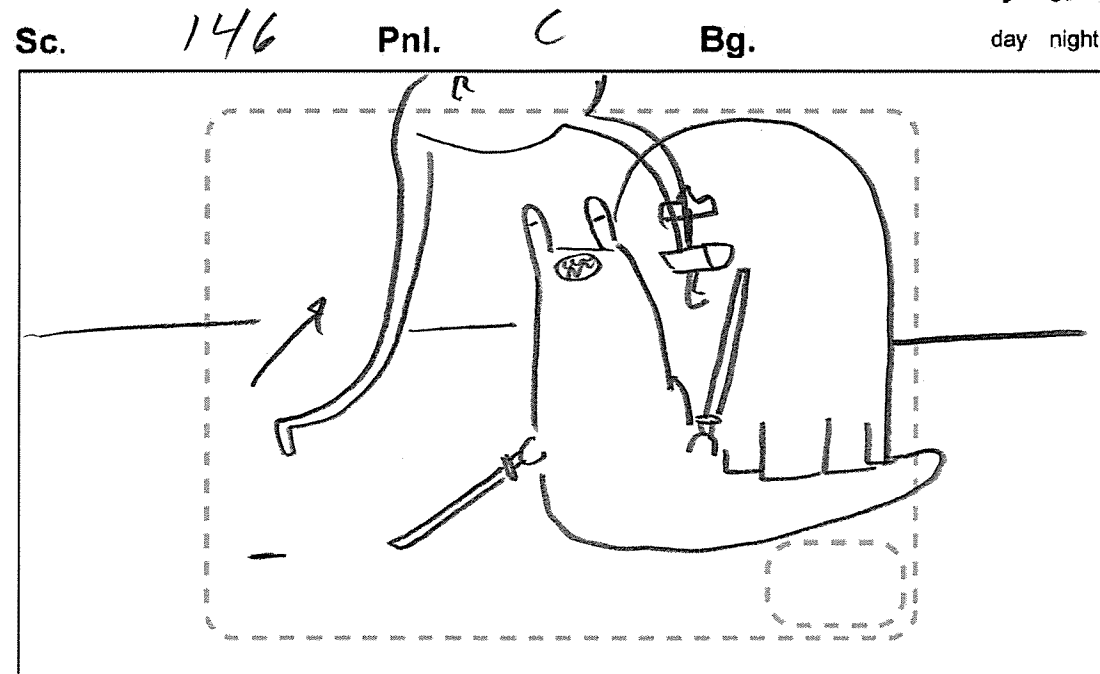
EPISODE #

Production :

ADVENTURE TIME



Page 155



Dialog:

↑ (SNORLOCK
STILL
B.BOXIN) ↑

Action:

STEPS INTO
CROW'S NEST

SHRINKS DOWN
INTO CROW'S NEST.

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



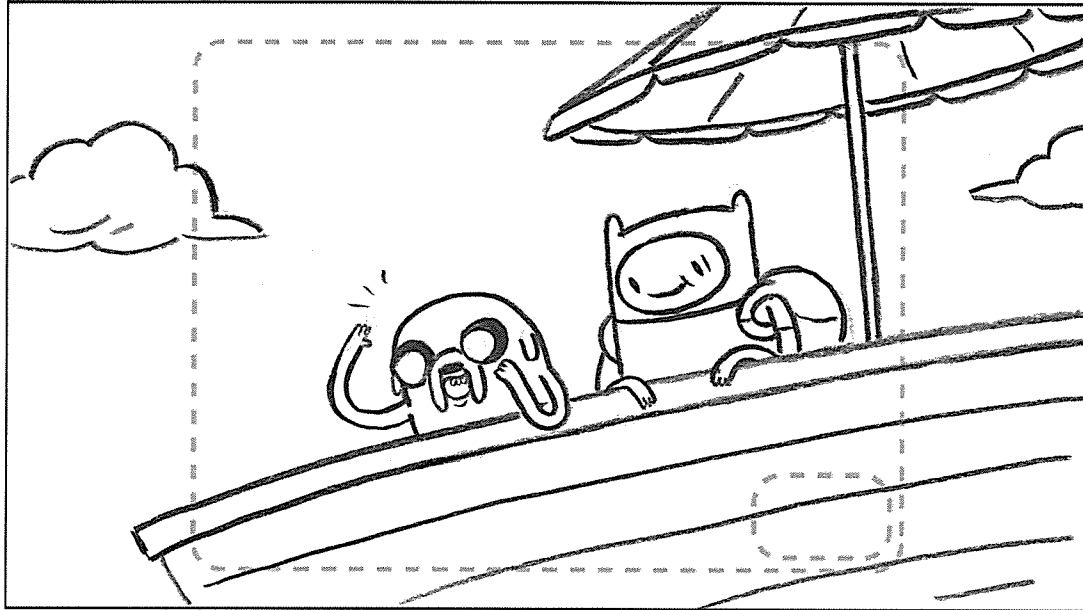
Page 156

Sc. 147

Pnl. A

Bg.

day night

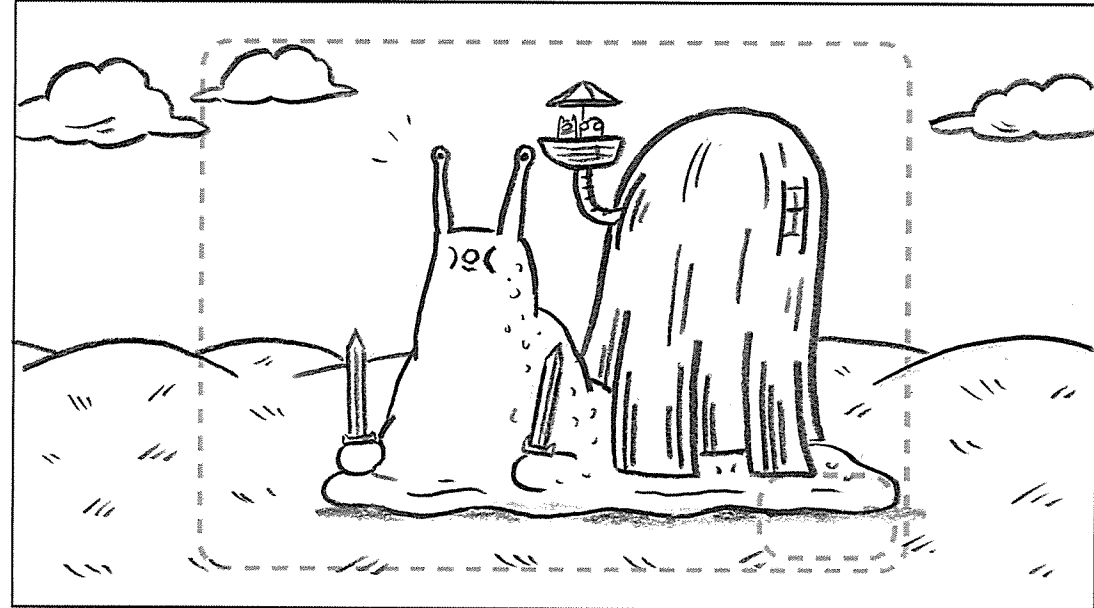


Sc. 148

Pnl. A

Bg.

day night



Dialog:

J/ GO TO IT, BUDDY!"

S/ OH!

Action:

Timing:

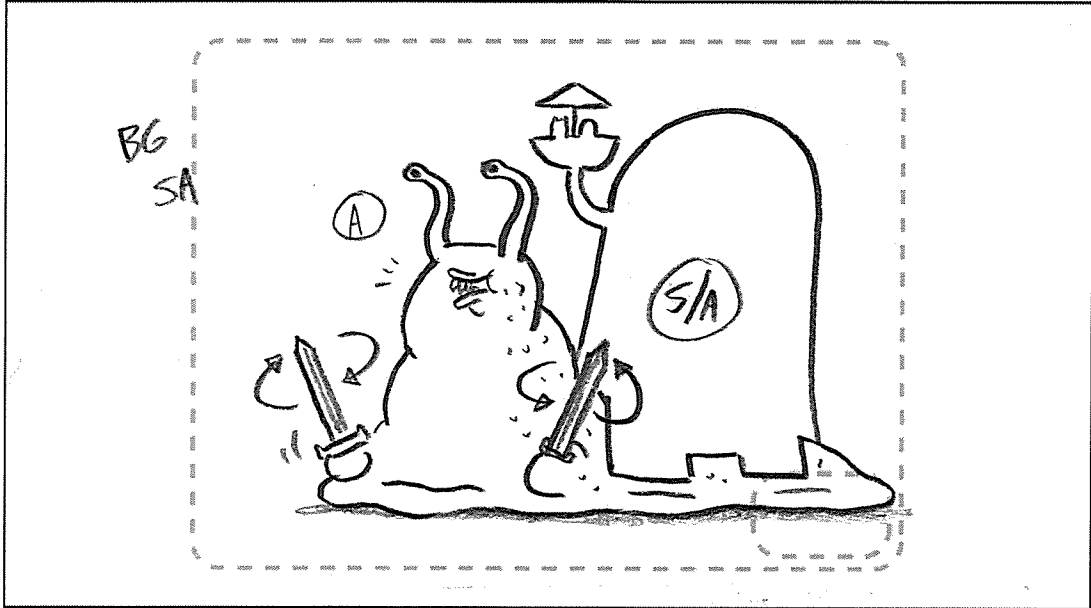
EPISODE #
100232

Production :

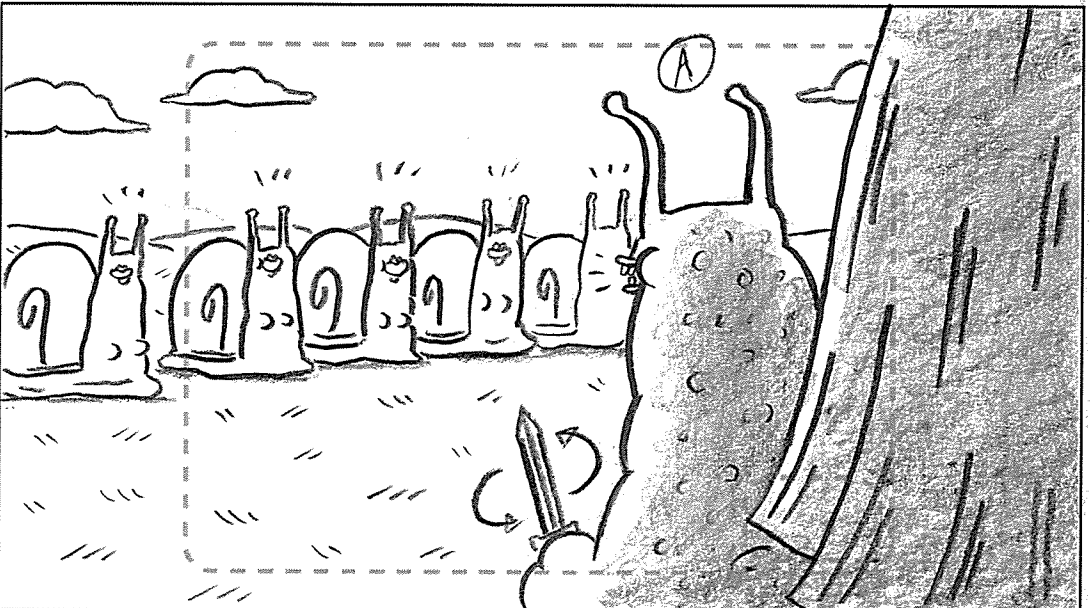
ADVENTURE TIME



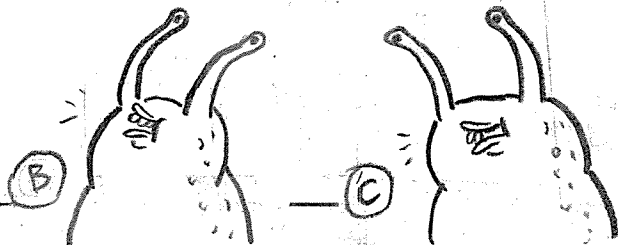
Sc. 148 Pnl. B Bg. day night



Sc. 149 Pnl. A Bg. day night



Dialog:

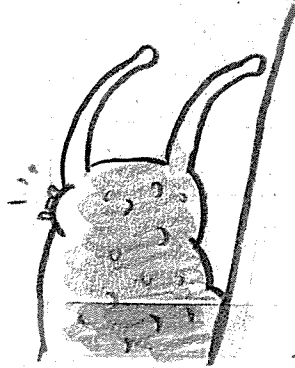


LADY SNAILS WALLA

Action:

(SNORLOCK STARTS BEATBOXING SLOWLY)
SAME CYCLE AS BEFORE.

(B)



Timing:

EPISODE # 100232

Production :

ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night

Sc. 150 Pnl. B Bg. day night

Dialog: J/ LOOK AT HIM GO! BRINGIN' IN THE LADIES!

Action:

Timing:

(BEAT)

100232

EPISODE #

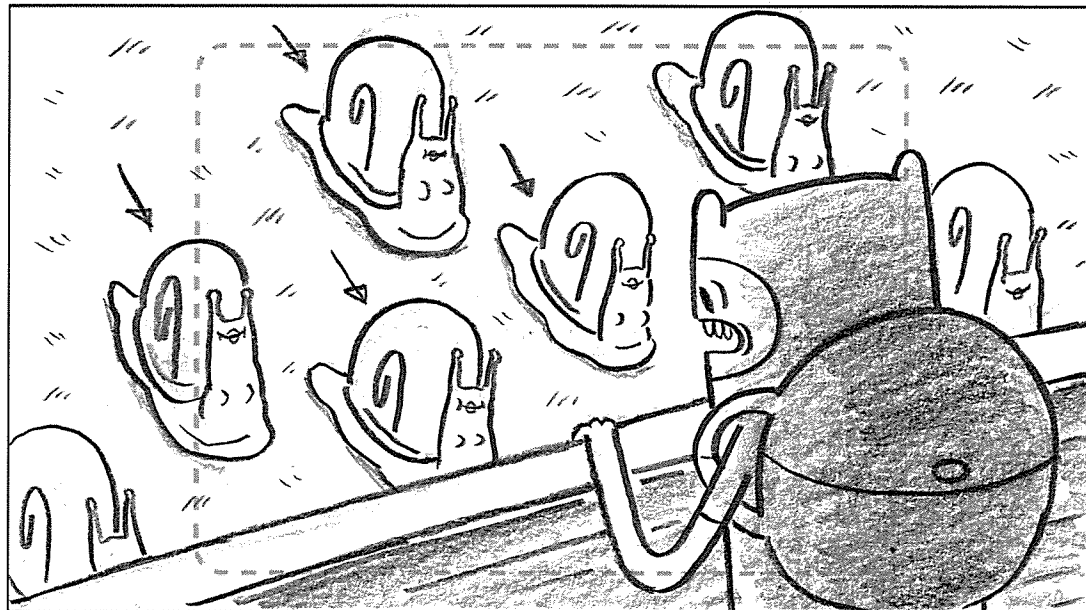
Production :

ADVENTURE TIME

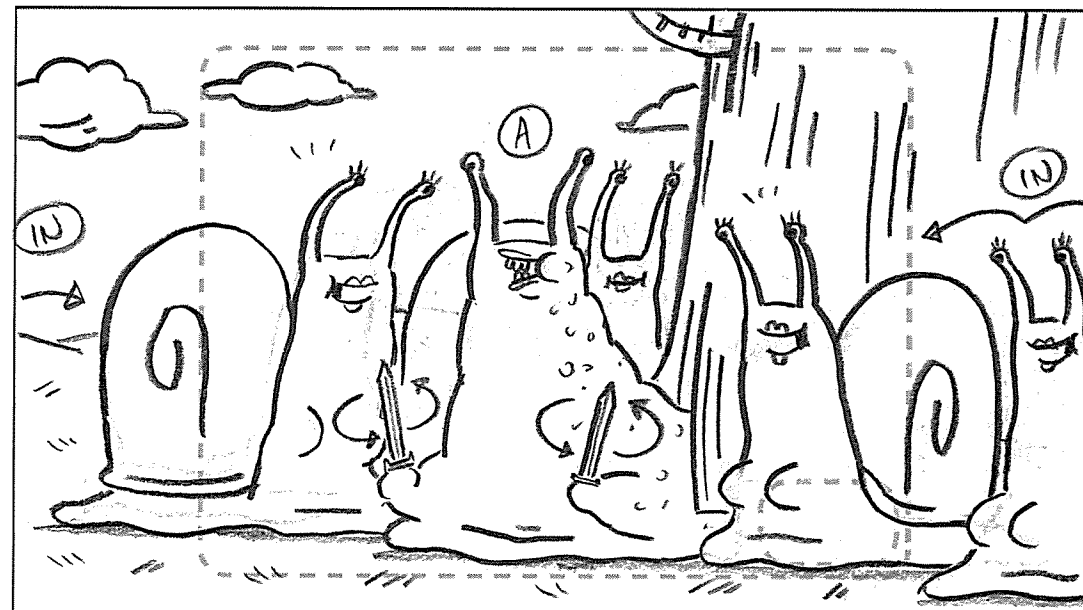


Page 159

Sc. 151 Pnl. A Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog:

F/ UH... HE'S BRINGIN' IN A LOT OF LADIES...

= LADY SNAILS WALLA =
S/ = SLOW BEATBOXING =

Action:

Timing:



100232

EPISODE #

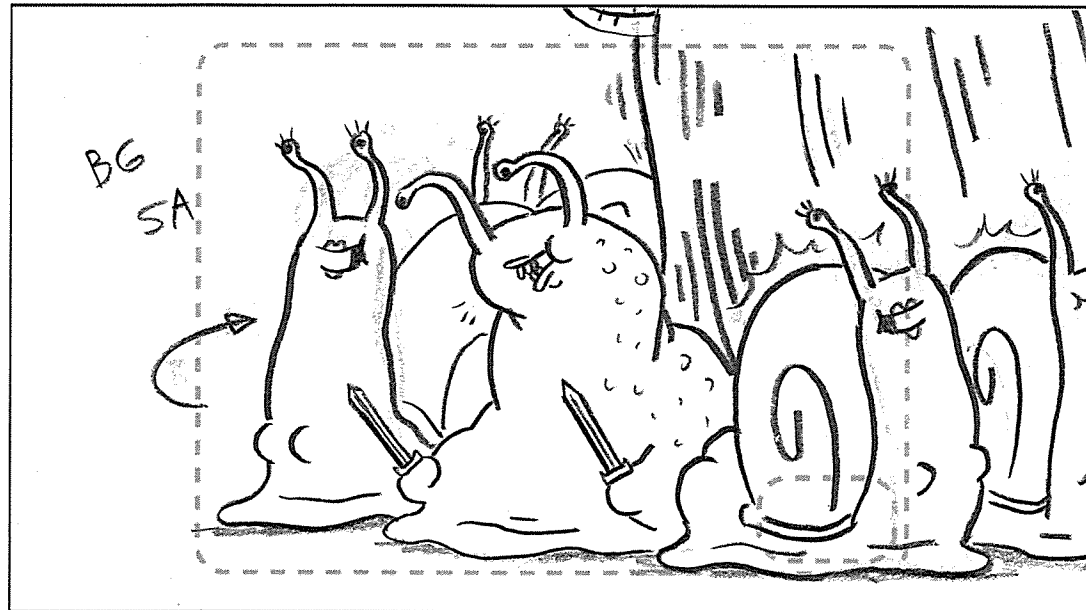
Production :

ADVENTURE TIME

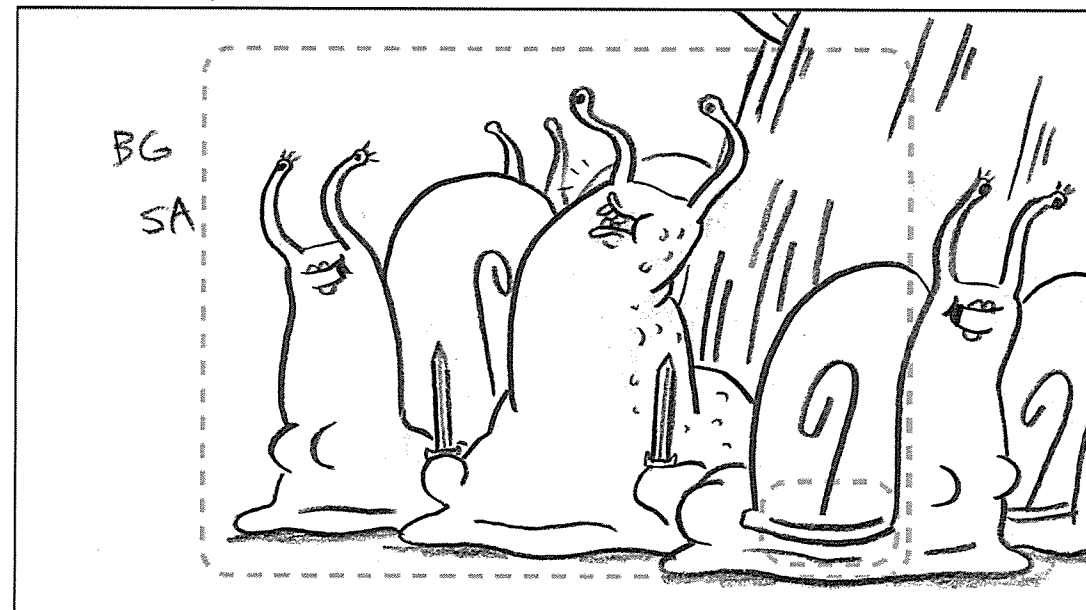


Page 160

Sc. 152 Pnl. B Bg. day night



Sc. 152 Pnl. C Bg. day night



Dialog:



Action:

(LADY SNAILS BUMP AND GRIND AGAINST THE HOUSE.)

Timing:

100232

EPISODE #

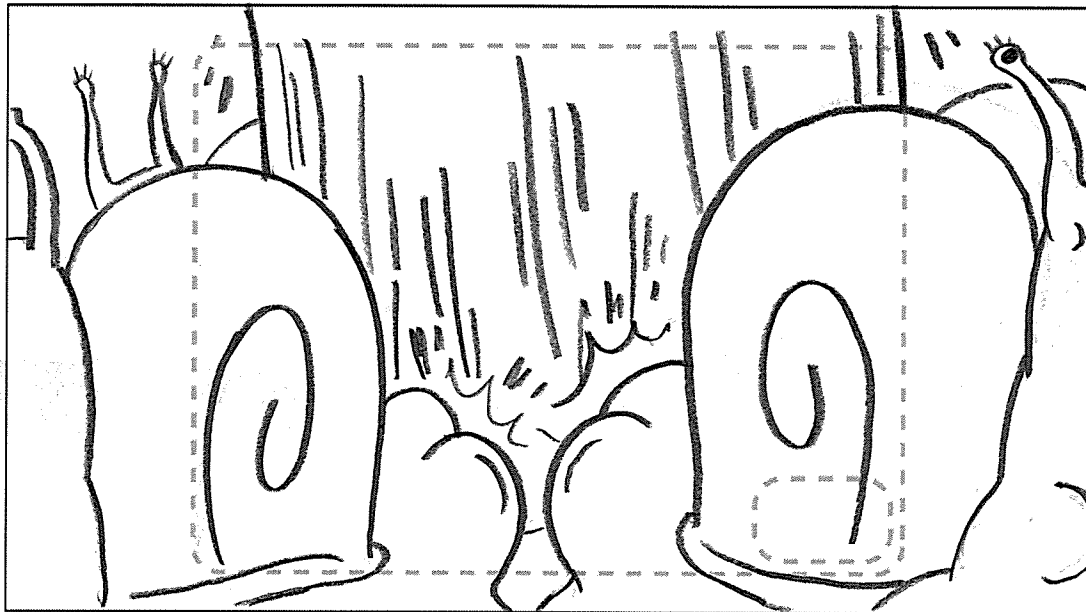
Production :

ADVENTURE TIME

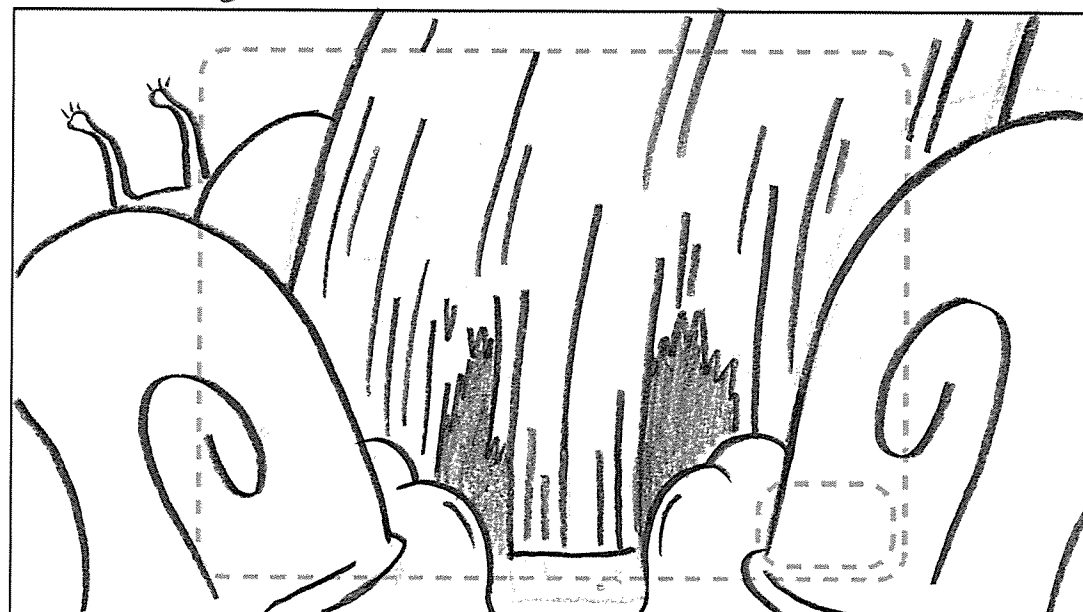


Page 161

Sc. 153 Pnl. A Bg. day night



Sc. 153 Pnl. B Bg. day night



Dialog:



Action:

(LADY SNAILS GRINDING BOOTIES INTO THE HOUSE.)

Timing:

100232

EPISODE #

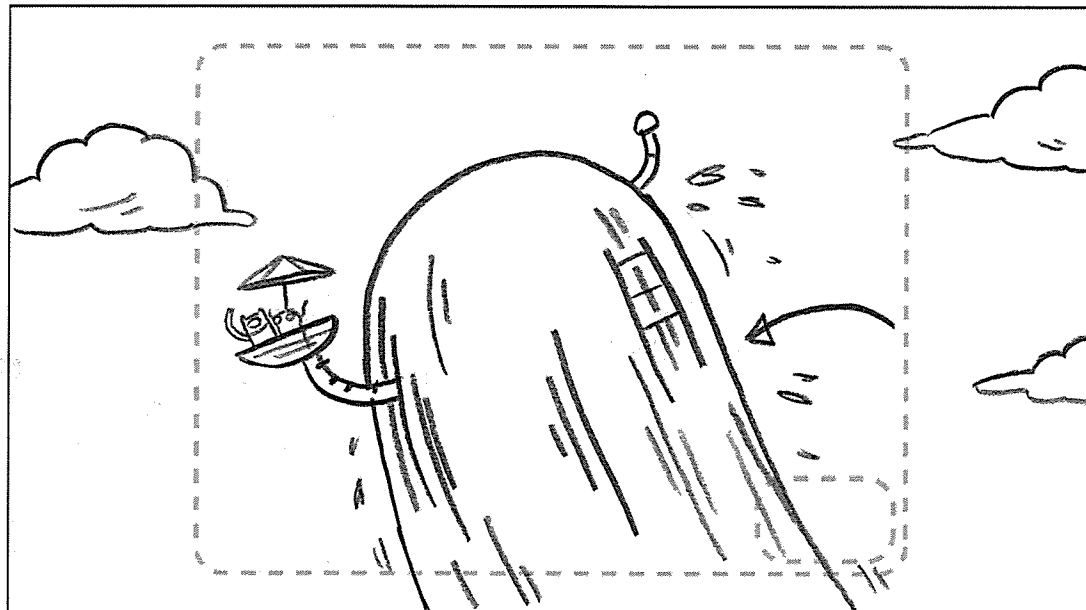
Production :

ADVENTURE TIME

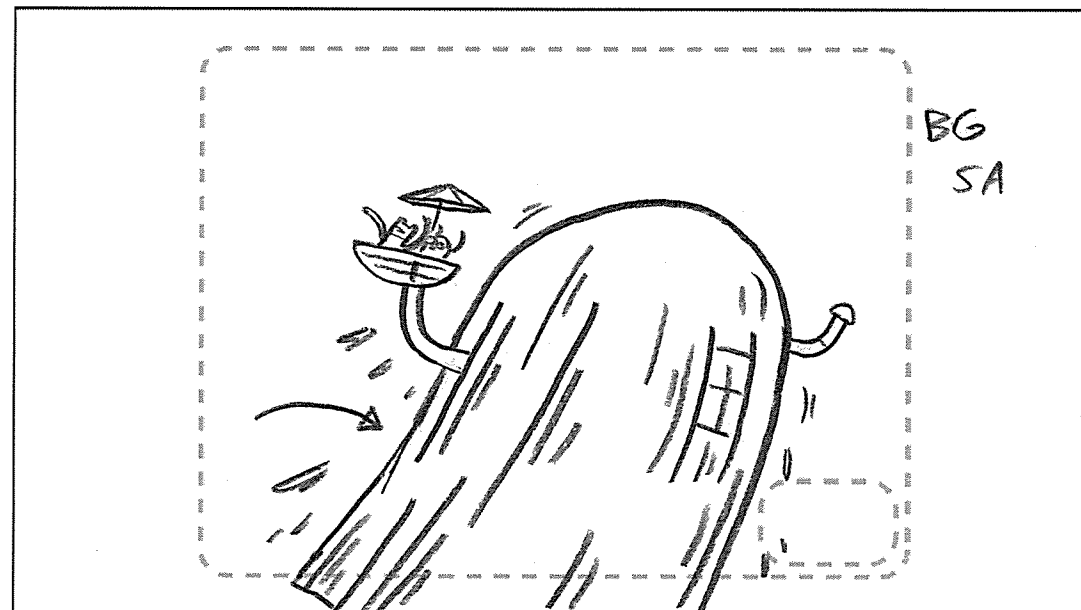


Page 162

Sc. 154 Pnl. A Bg. day night



Sc. 154 Pnl. B Bg. day night



Dialog:



Action:

(TREEHOUSE SWAYS BACK AND FORTH.)

Timing:

100232

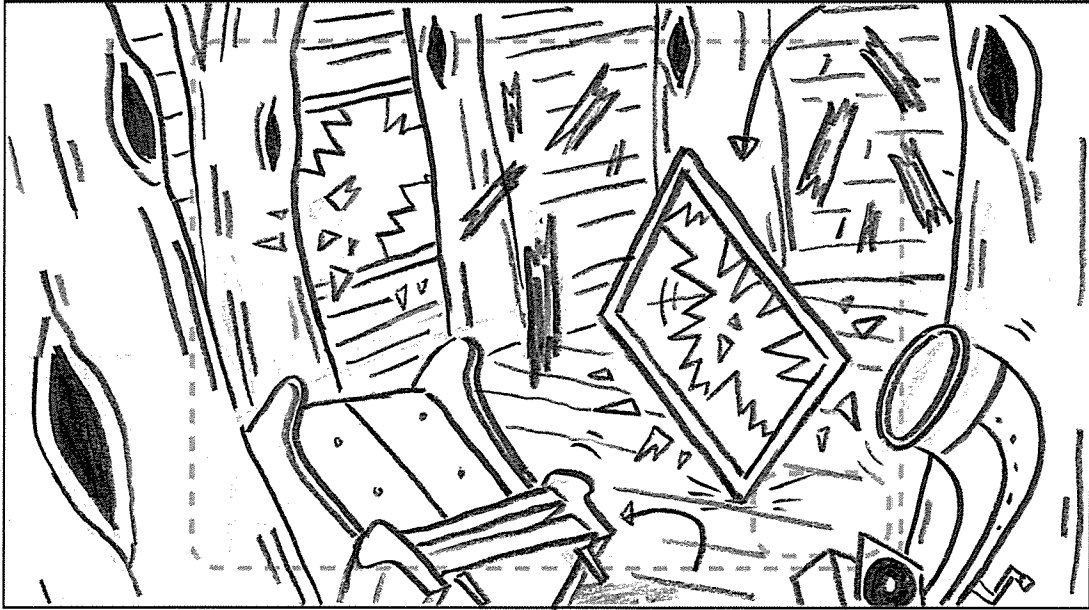
EPISODE #

Production :

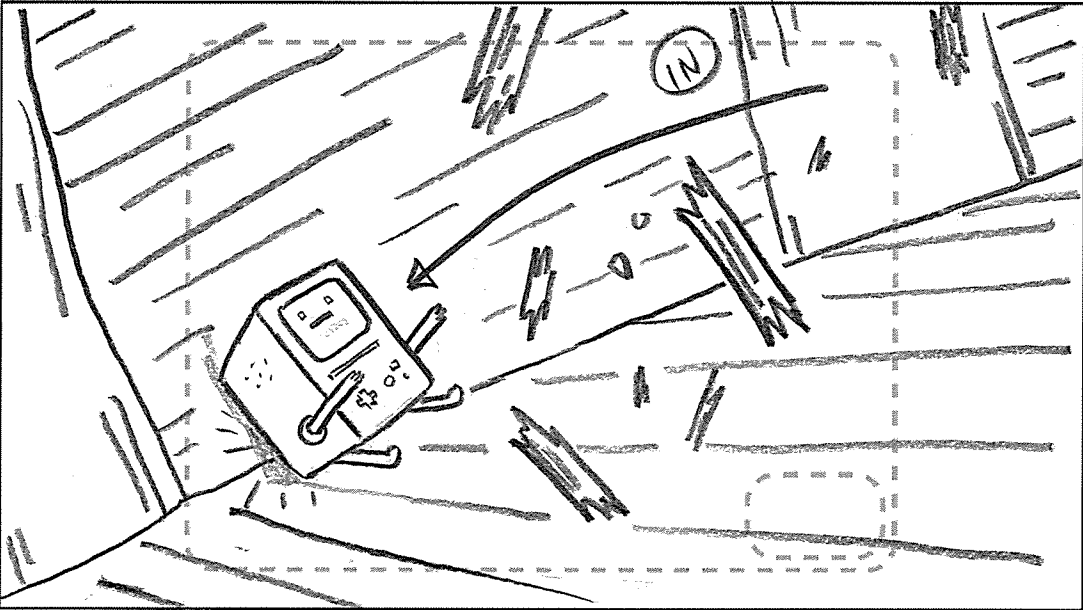
ADVENTURE TIME



Sc. 155 Pnl. A Bg. day night



Sc. 156 Pnl. A Bg. day night



Dialog:	
: CAMERA SHAKE : SFX/ CRASH!!	
Action:	(THINGS FALL AND BREAK INSIDE.)
	(BEEMO GETS FLUNG AGAINST THE WALL.)
Timing:	

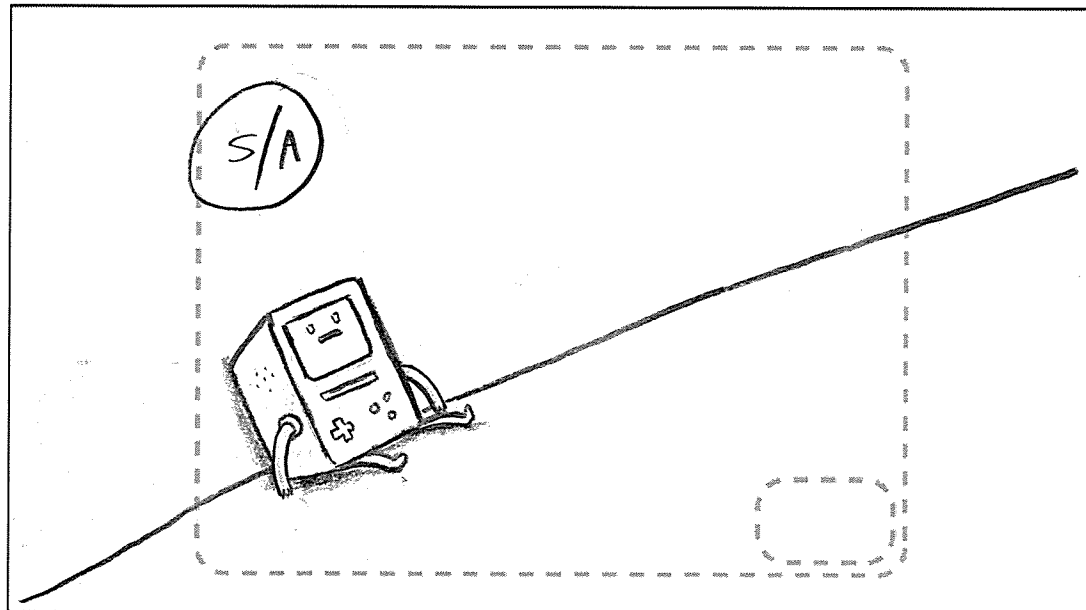
100232
EPISODE #
Production :

ADVENTURE TIME

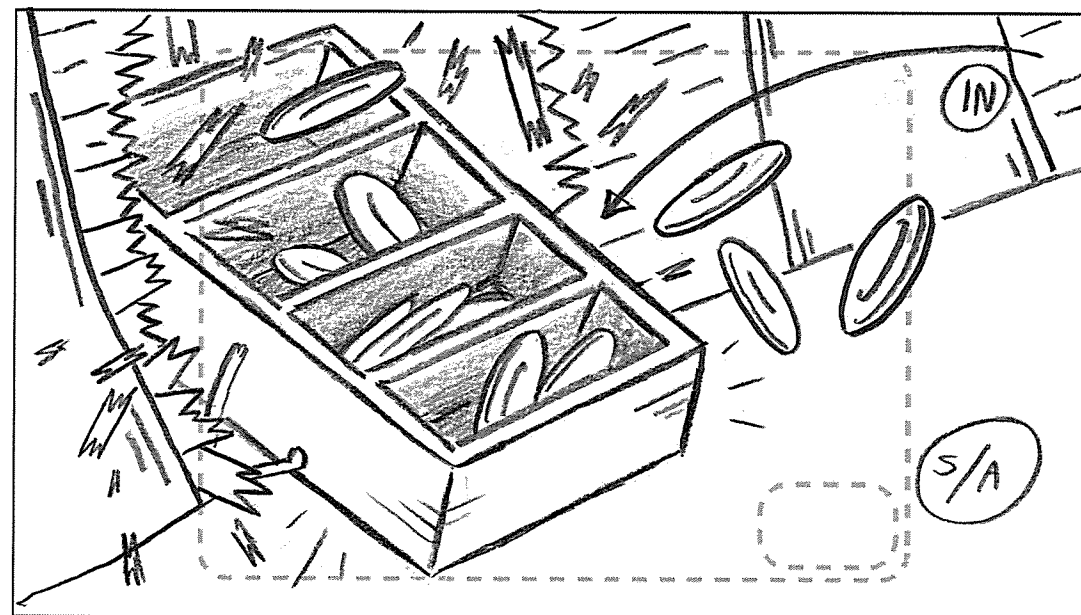


Page 164

Sc. 156 Pnl. B Bg. day night



Sc. 156 Pnl. C Bg. day night



Dialog:

SFX/ :DOOSH!:

Action:

(CHINA CABINET LANDS ON BEEMO
AND BREAKS THROUGH HOUSE.

Timing:

EPISODE #

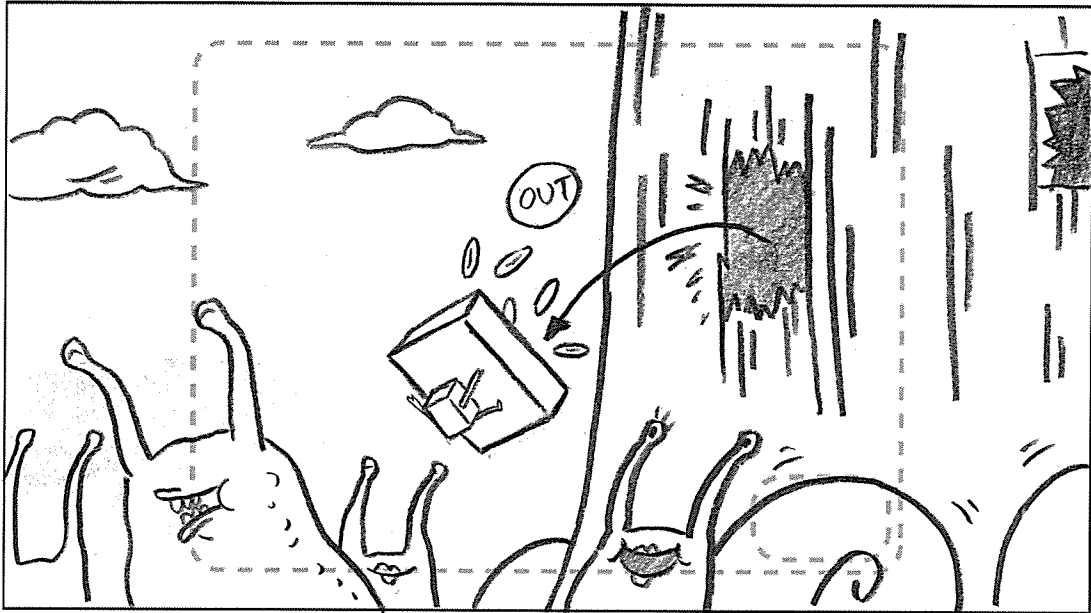
100232

Production :

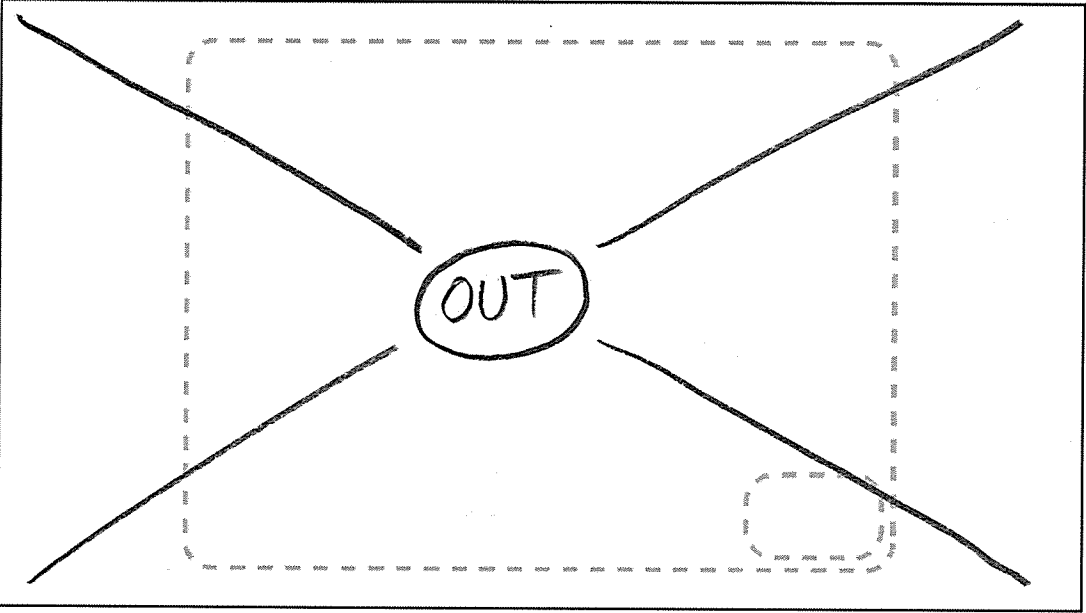
ADVENTURE TIME



Sc. 157 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: (BEEMO FALLS OUT OF THE TREEHOUSE WITH THE CABINET.)

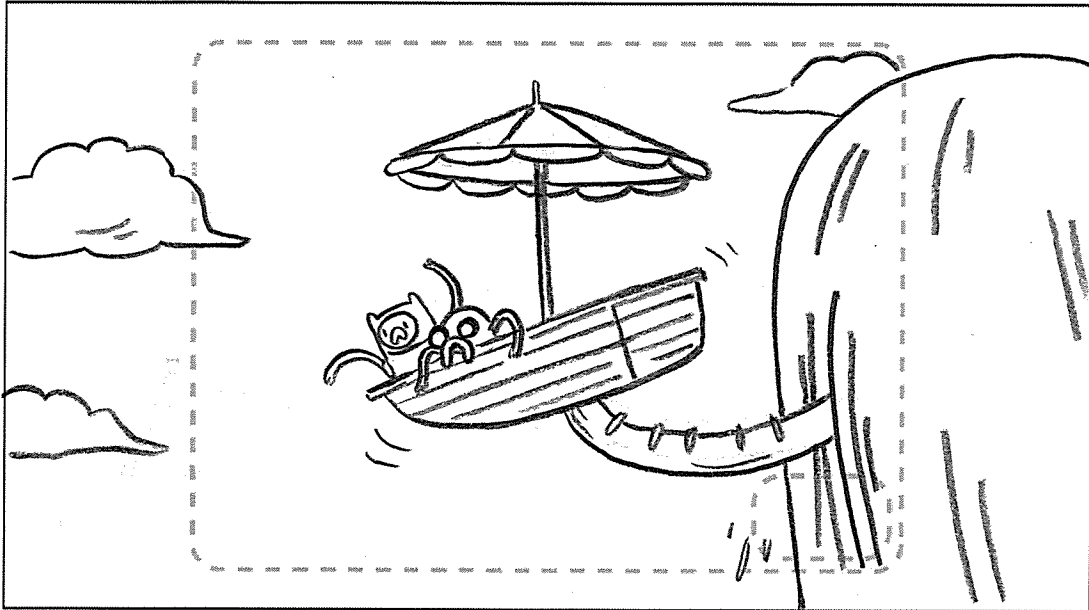
Timing:

EPISODE # 100232
Production :

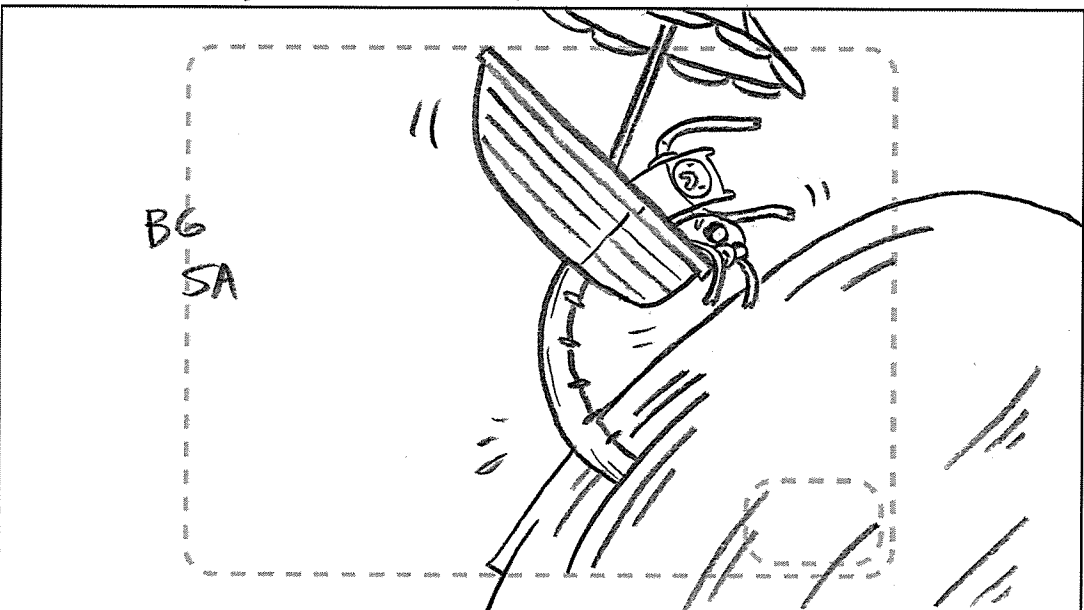
ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night



Dialog:
F/J/ AAAAAGGGHH!!
CYCLE
Action:
Timing:

EPISODE # 100232

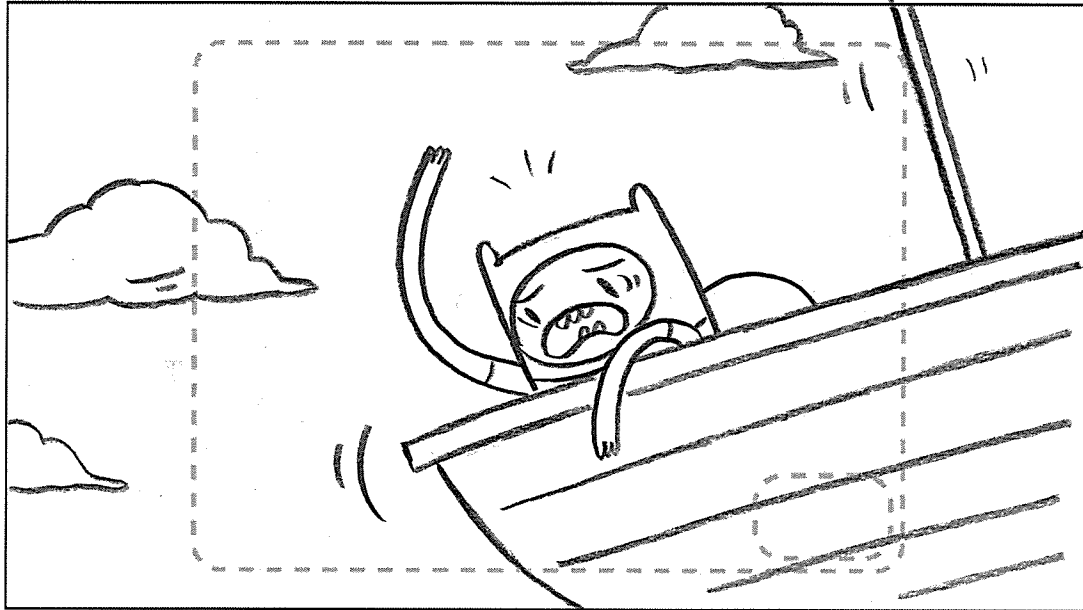
Production :

ADVENTURE TIME

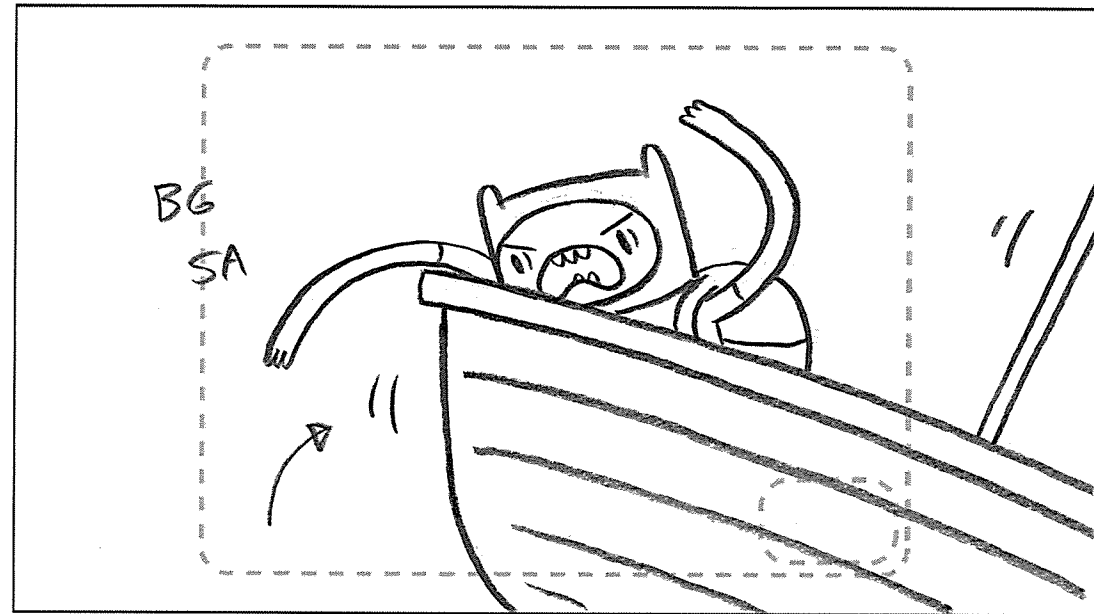


Page 167

Sc. 159 Pnl. A Bg. day night



Sc. 159 Pnl. B Bg. day night



Dialog:

F/ SNORLOCK!

F/ THESE LADIES ARE RUINING
OUR TREEHOUSE!

Action:

Timing:

EPISODE # 100232

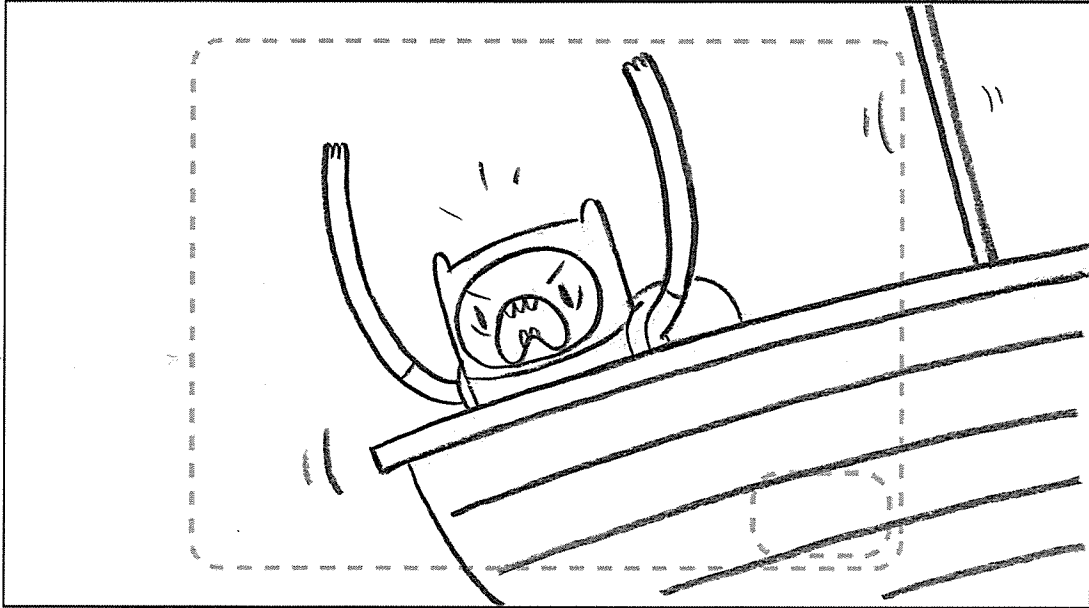
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

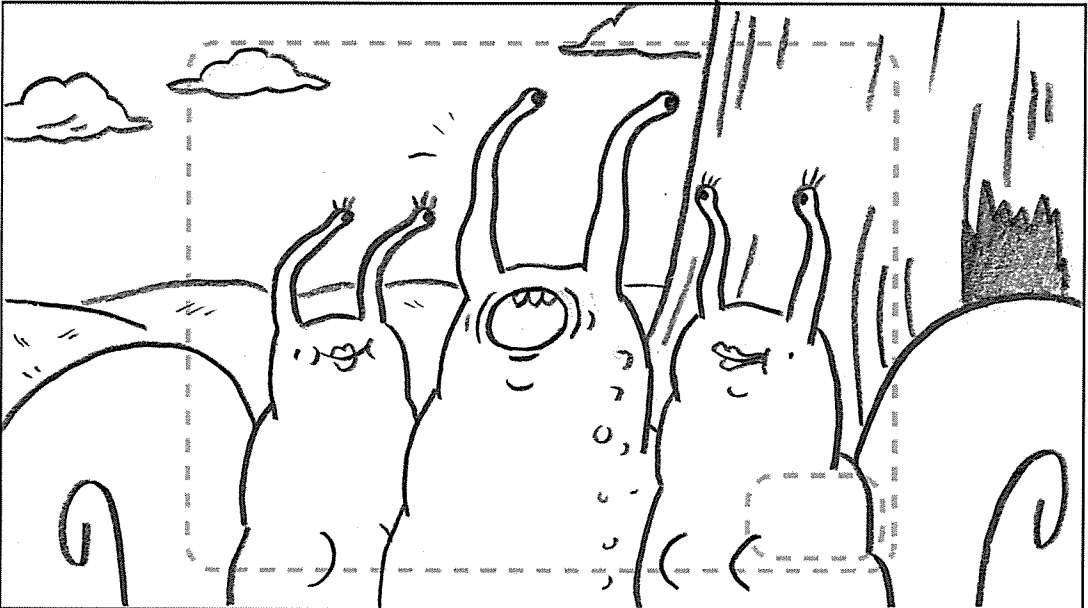
ADVENTURE TIME



Sc. 159 Pnl. C Bg. day night



Sc. 160 Pnl. A Bg. day night



Dialog:

F/ STOP!!!

Action:

Timing:

S/ NO!

100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 160 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:	S/ I FINALLY GOT THE FINE MOMMAS!
Action:	
Timing:	

EPISODE # 100232
Production :

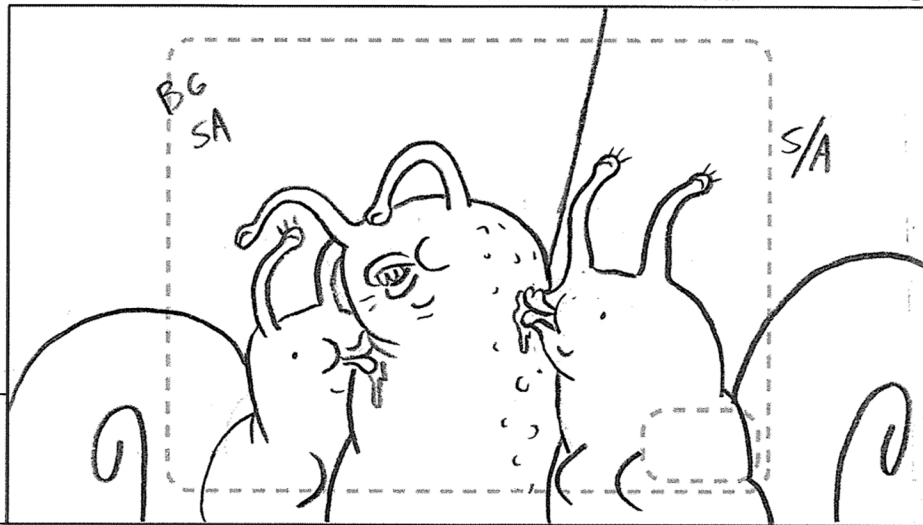
ADVENTURE TIME



Page 176

Sc. 100 Pnl. C Bg. day night Sc. Pnl. Bg.

day night



Dialog:

Action:

(BEATBOXES LIKE CRAZY WHILE THE LADIES)
SMOOCH HIS NECK.

Timing:

100232

EPISODE #

Production :

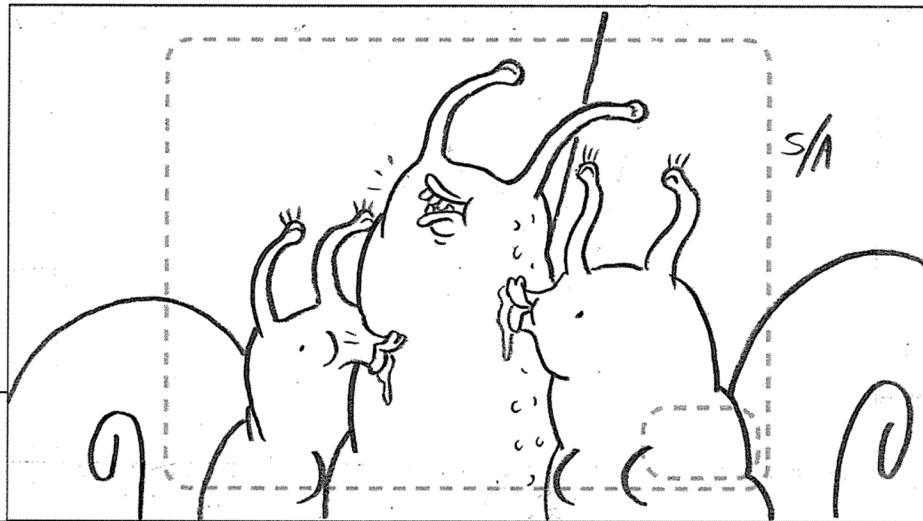
ADVENTURE TIME



Page 176A

Sc. 160 Pnl. D Bg. day night Sc. Pnl. Bg.

day night



Dialog:

Action:

(BEATBOXES LIKE CRAZY WHILE THE LADIES)
SMOOCH HIS NECK.

Timing:

100232

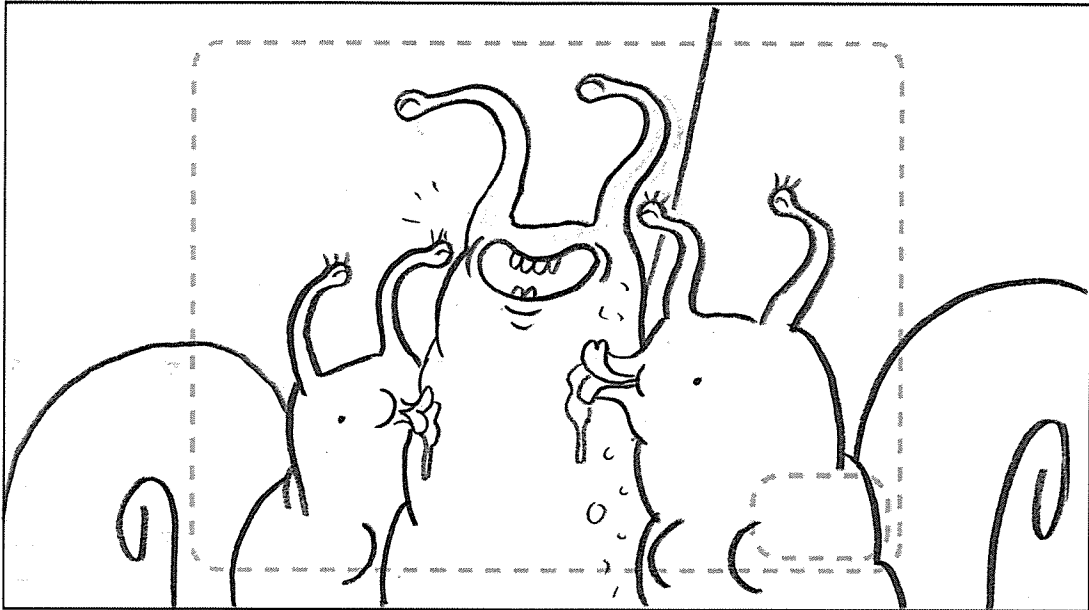
EPISODE #

Production :

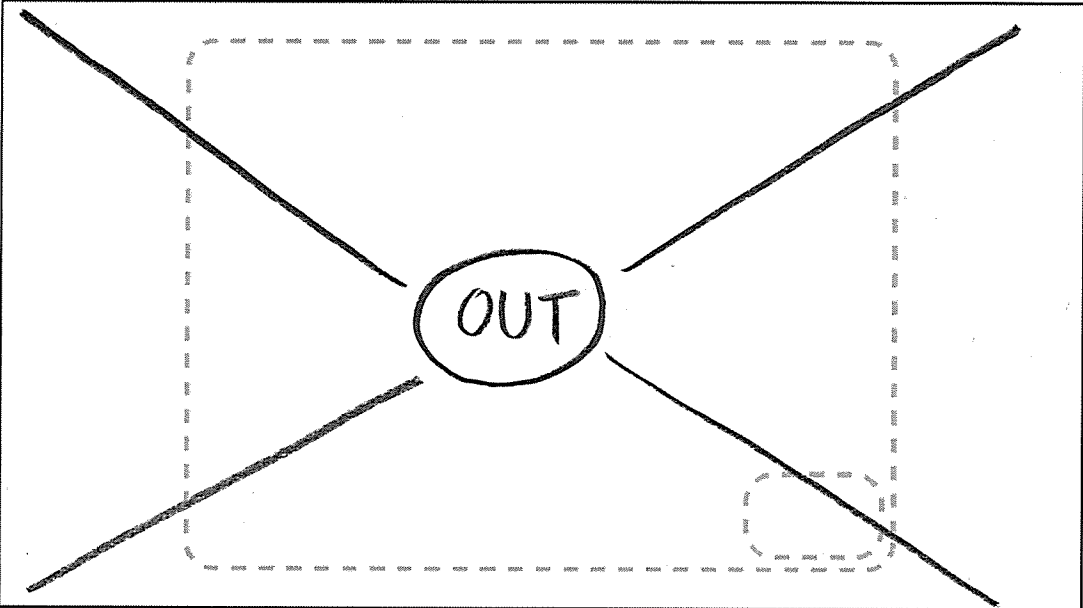
ADVENTURE TIME



Sc. 160 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:	S/ THEY ARE KISSIN' MEEEEEE!
Action:	
Timing:	

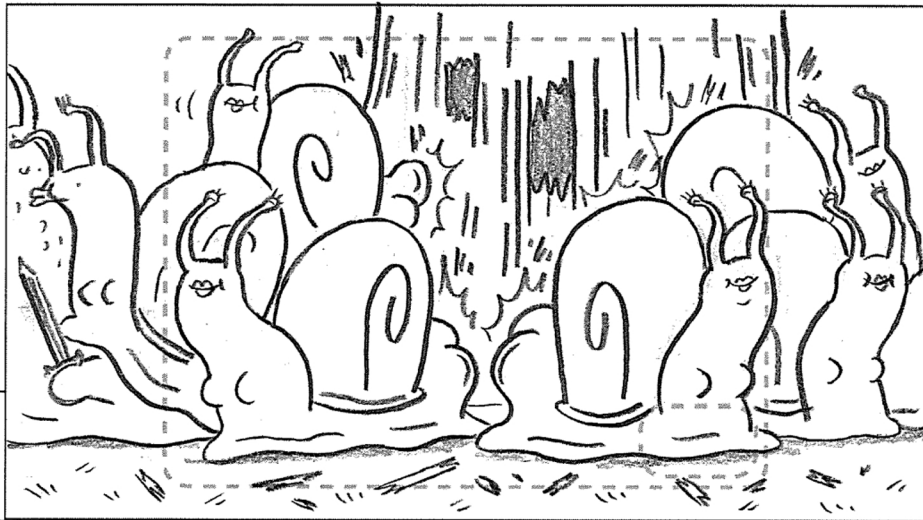
EPISODE # 100232
Production :

ADVENTURE TIME



Page 172
day night

Sc. 161 Pnl. A Bg. day night Sc. Pnl. Bg.



Dialog:

Action:

(LADY SNAILS BUMP AND GRIND THEIR BOOTIES AGAINST THE HOUSE)
WHILE SNORLOCK CONTINUES TO BEATBOX.

Timing:

100232

EPISODE #

Production :

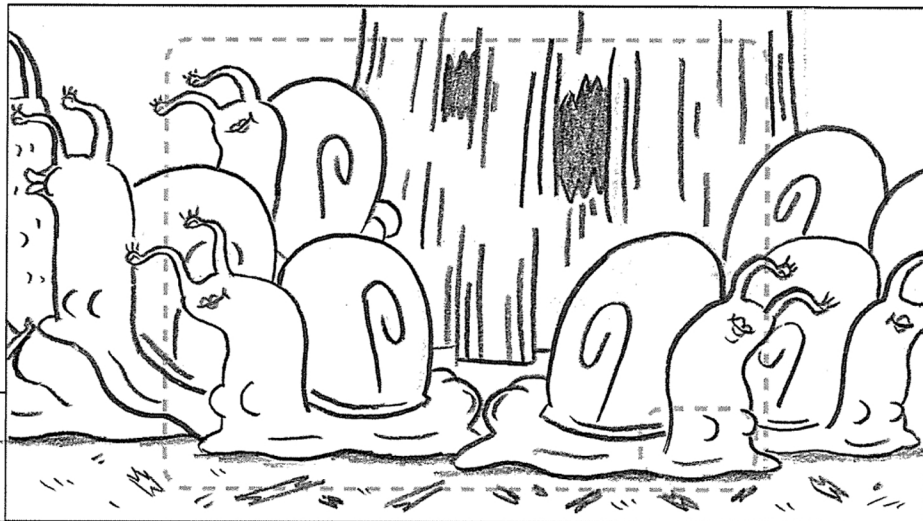
ADVENTURE TIME



Page 172A

Sc. 161 Pnl. B Bg. day night Sc. Pnl. Bg.

day night



Dialog:

Action:

(LADY SNAILS BUMP AND GRIND THEIR BOOTIES AGAINST THE HOUSE)
WHILE SNORLOCK CONTINUES TO BEATBOX.

Timing:

100232

EPISODE #

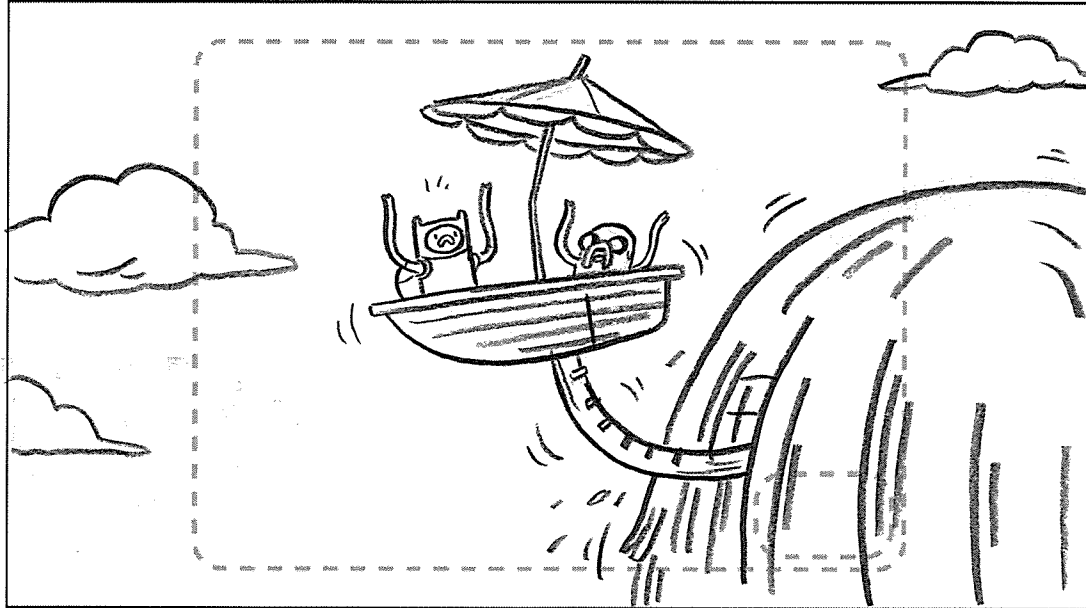
Production :

ADVENTURE TIME

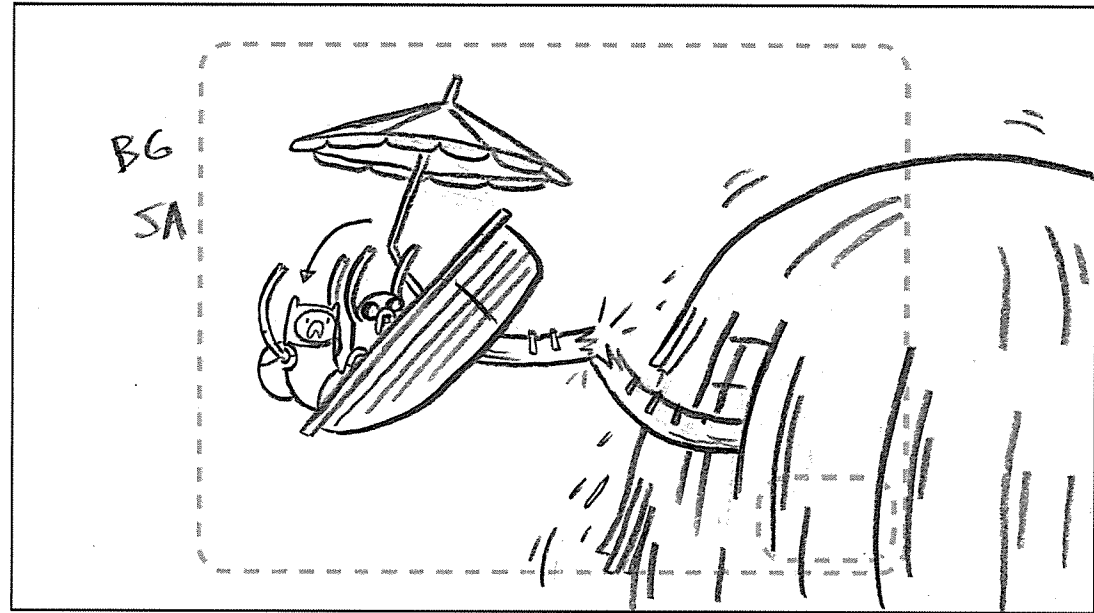


Page 173

Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



Dialog:

= CAMERA SHAKE =

SFX/ = SNAP! =

Action:

(CROW'S NEST BREAKS!)

Timing:

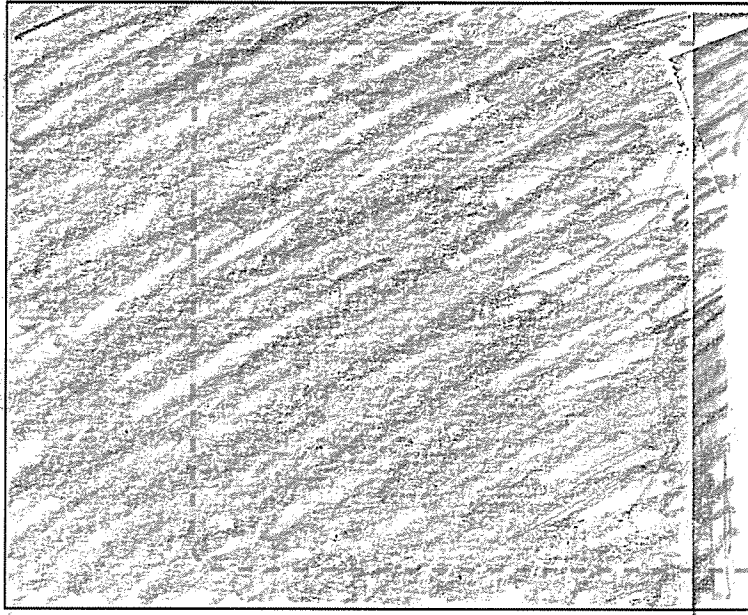
EPISODE #
100232

Production :

ADVENTURE TIME



Sc. Pnl. Bg.



Dialog:
F/J/ AAAAGGGHH!!

Action:

Timing:

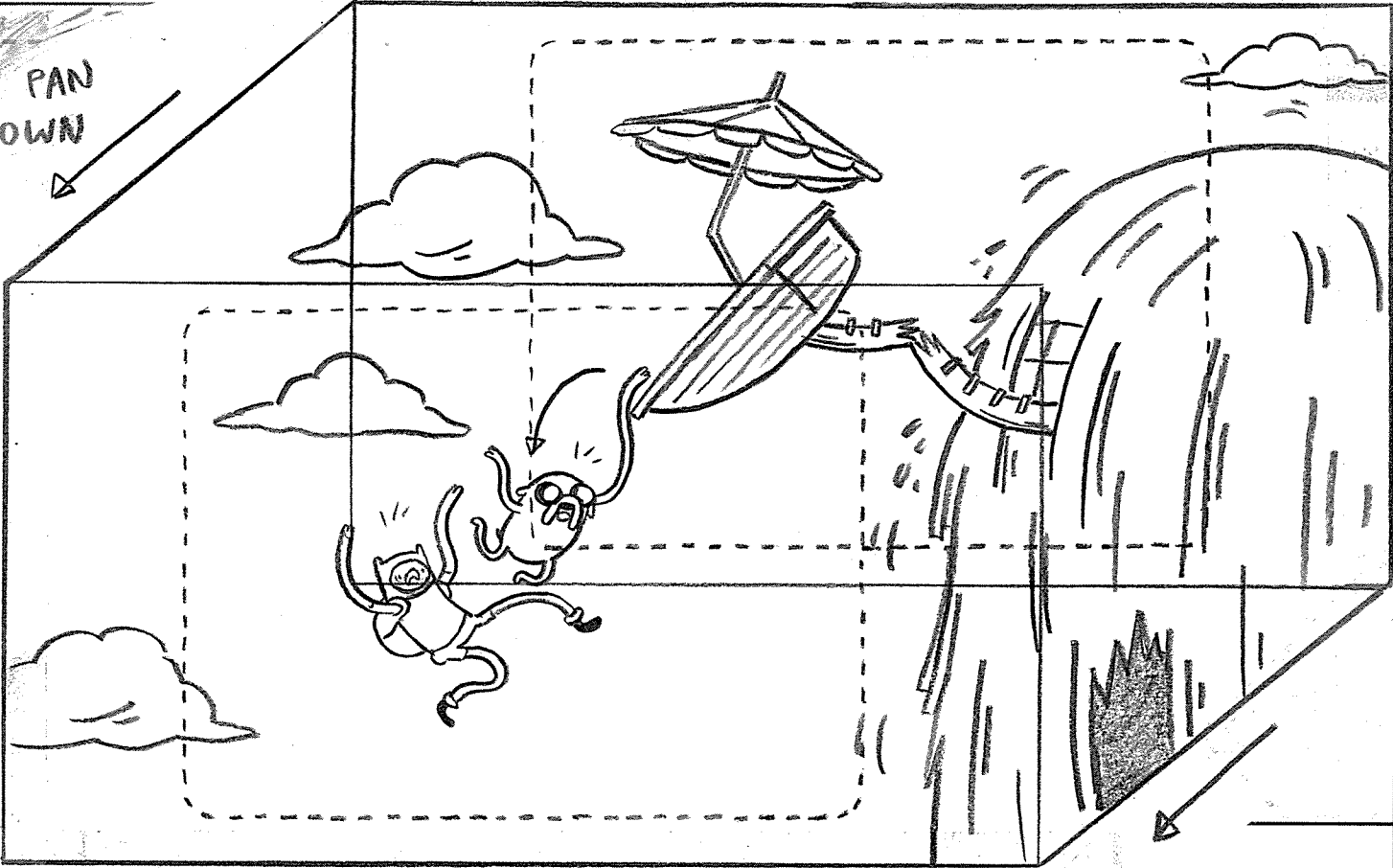
day night

Sc.

162

Pnl. C

Bg.



(THEY FALL OUT.)

100232

EPISODE #

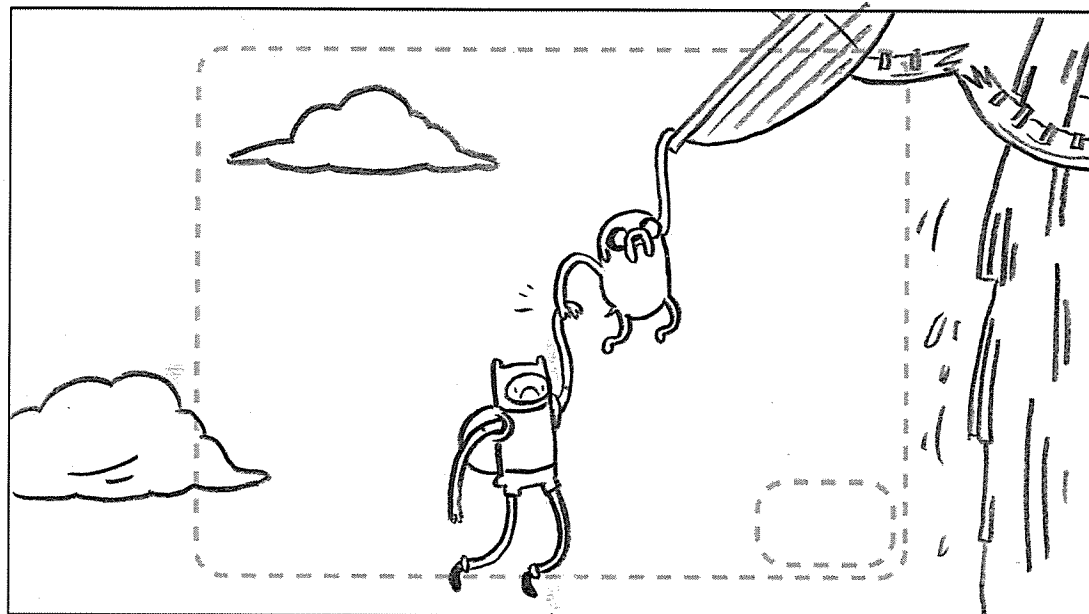
Production :

ADVENTURE TIME

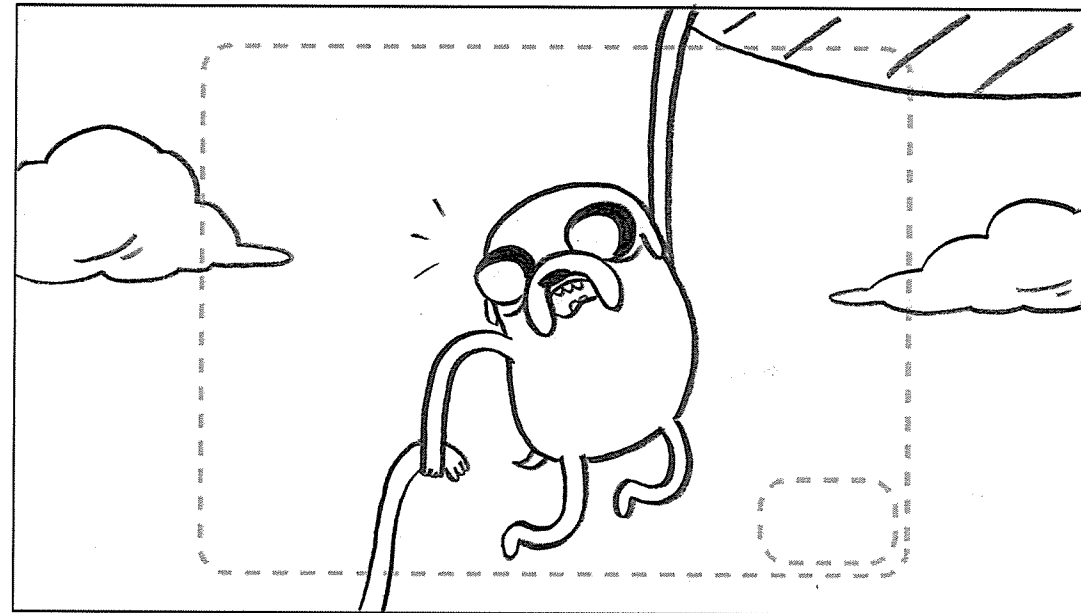


Page 175

Sc. 162 Pnl. D Bg. day night



Sc. 163 Pnl. A Bg. day night



Dialog:

F/ QUICK! LET'S WEDGE THE
TREEHOUSE OFF HIM!

Action:

(THEY HANG OFF THE SIDE,)

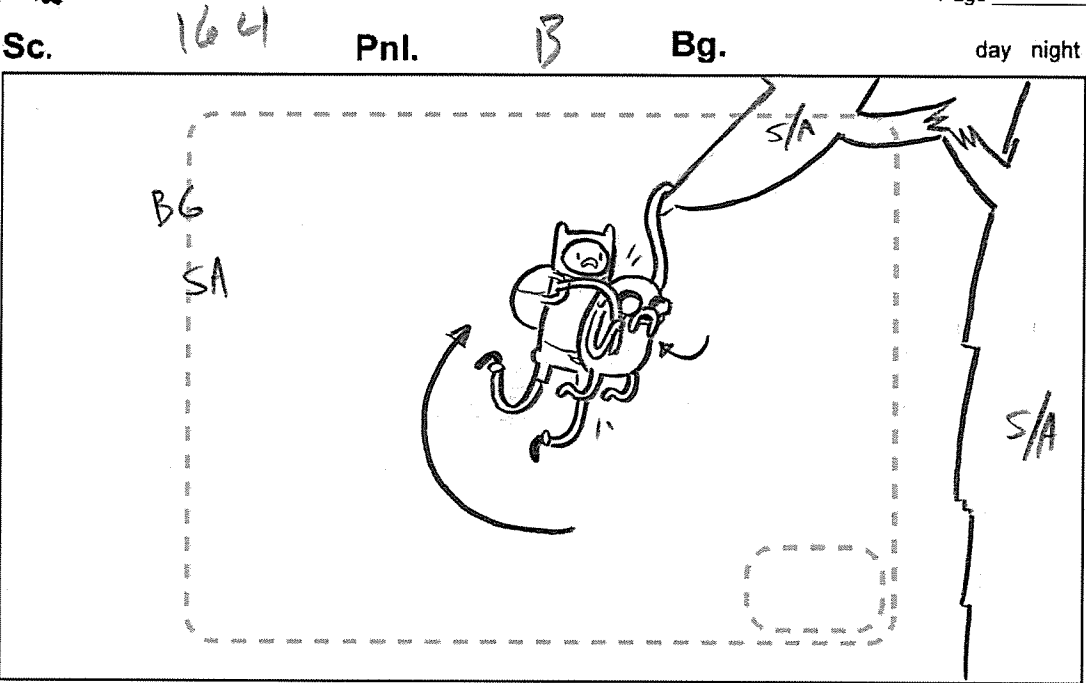
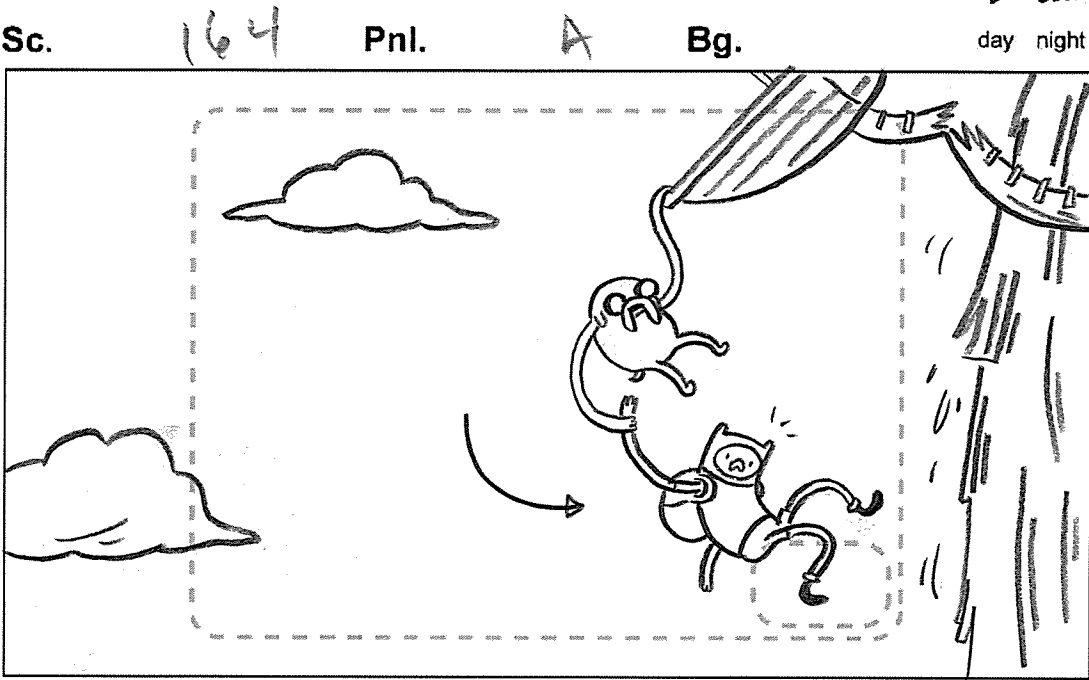
Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Dialog:	F/WHOA!
Action:	(JAKE FLINGS FINN ONTO HIS BACK.)
Timing:	

EPISODE # 100232
Production :

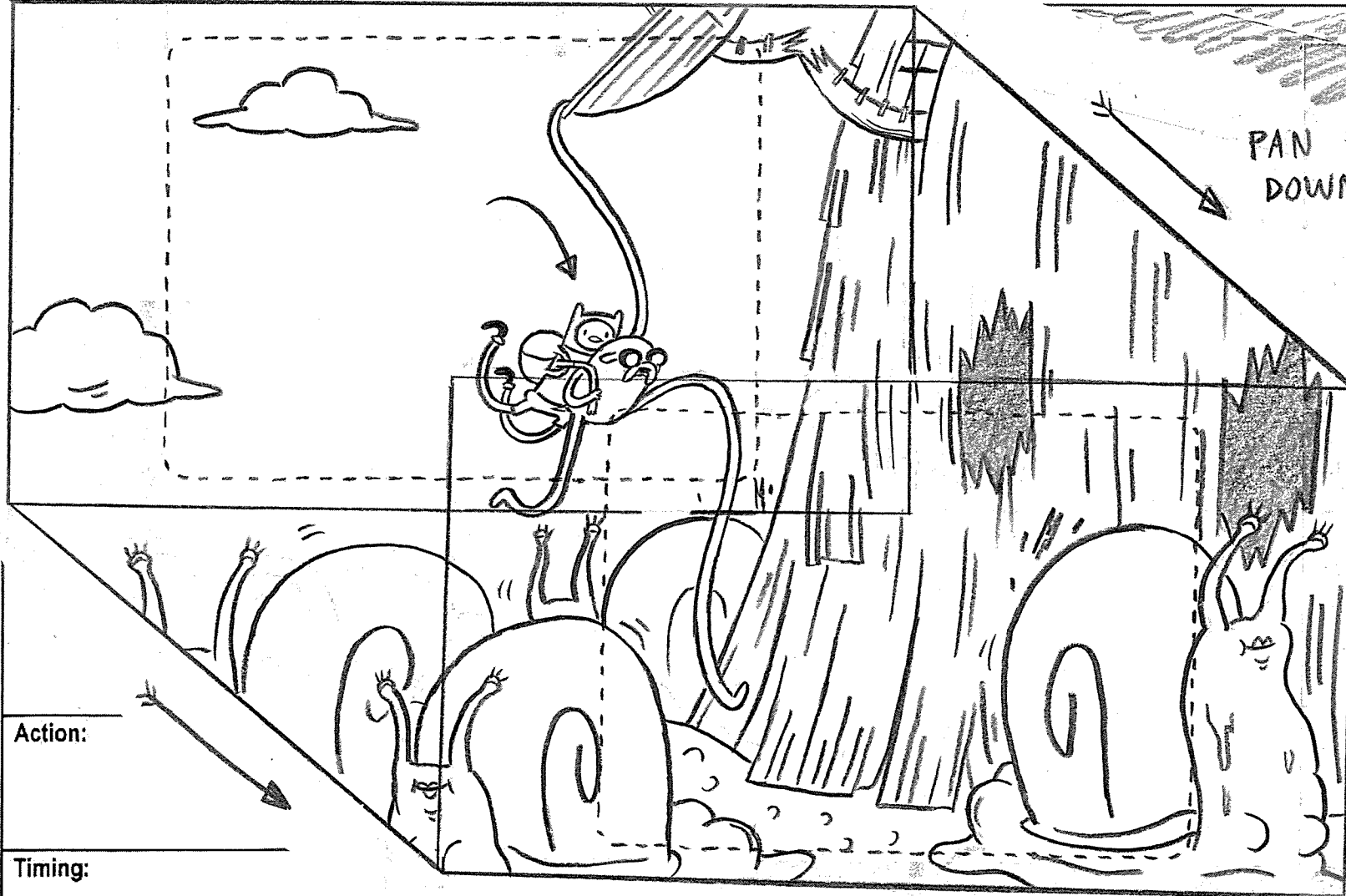
ADVENTURE TIME



Page 177
day night

Sc. 164 Pnl. C Bg.

Sc. Pnl. Bg.



PAN
DOWN

Action:

Timing:

(THEY JUMP DOWN TO
THE BASE OF THE
TREEHOUSE.)

EPISODE # 100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.

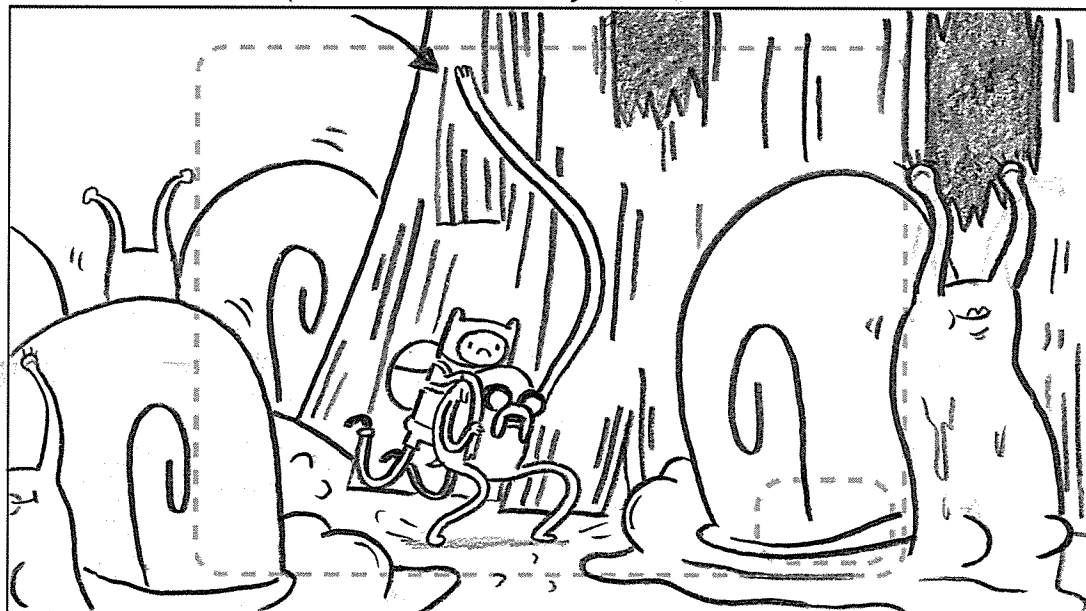
164

Pnl.

D

Bg.

day night



Sc.

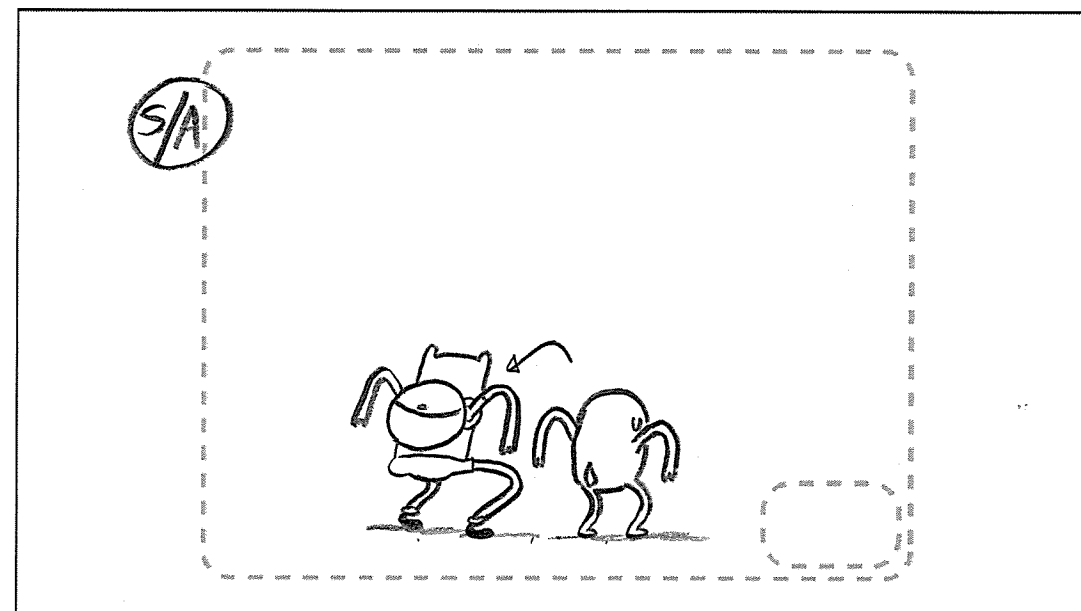
164

Pnl.

E

Bg.

day night



Dialog:

Action:

Timing:

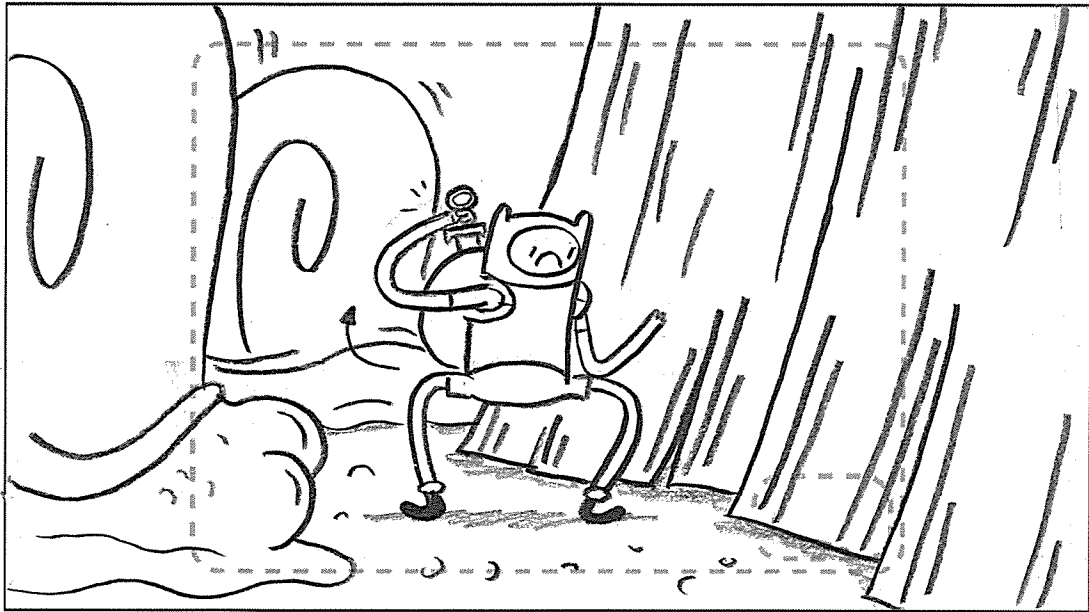
Page 178

Production :
EPISODE # 100232

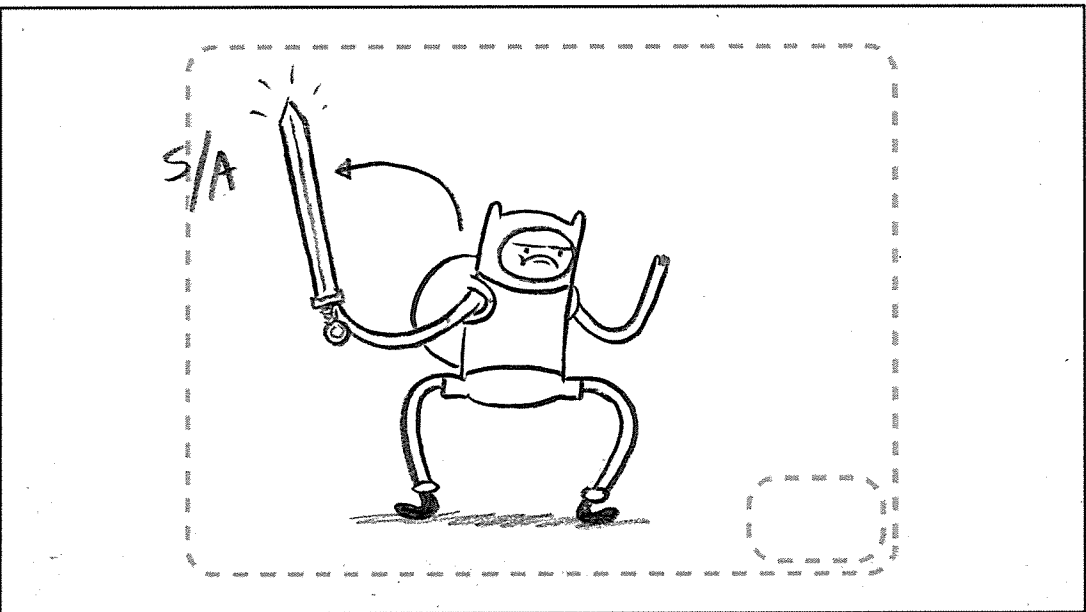
ADVENTURE TIME



Sc. 165 Pnl. A Bg. day night



Sc. 165 Pnl. B Bg. day night



Dialog:

SFX = CHING! =

Action:

(FINN TAKES OUT SWORD.)

Timing:

EPISODE # 100232

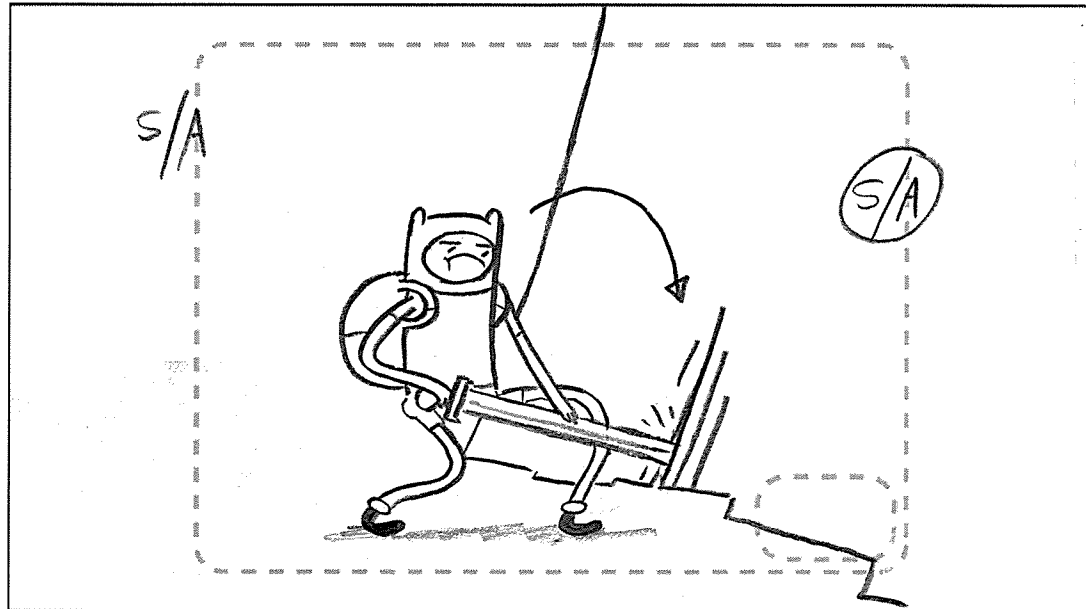
Production :

ADVENTURE TIME

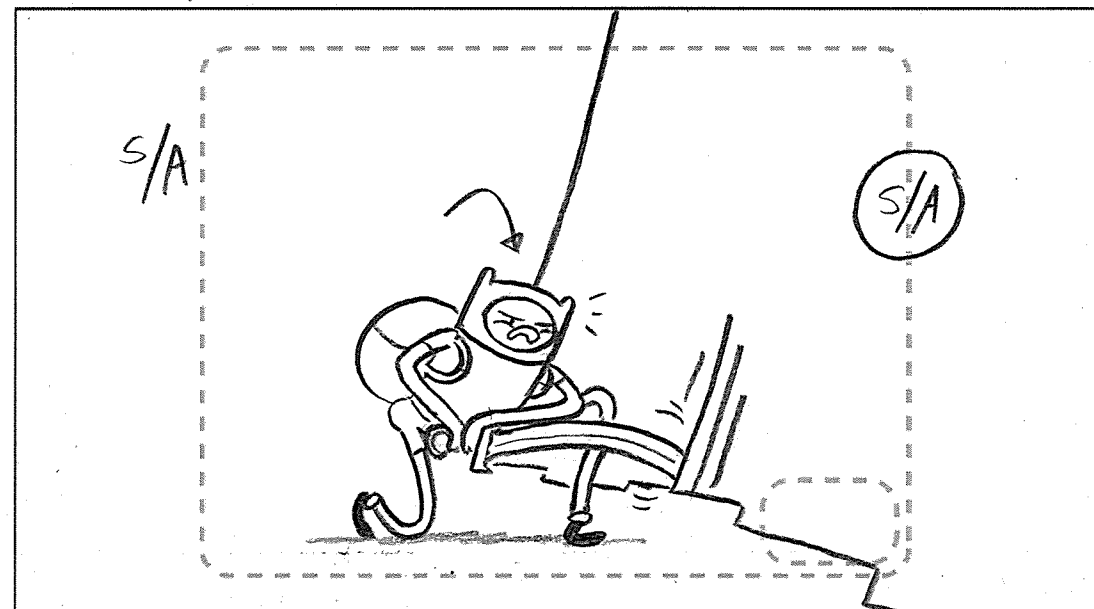


Page 180

Sc. 165 Pnl. C Bg. day night



Sc. 165 Pnl. D Bg. day night



Dialog:

F/ :STRUGGLE:

Action:

(TRIES TO WEDGE TREEHOUSE OFF)
WITH SWORD.

Timing:

EPISODE #

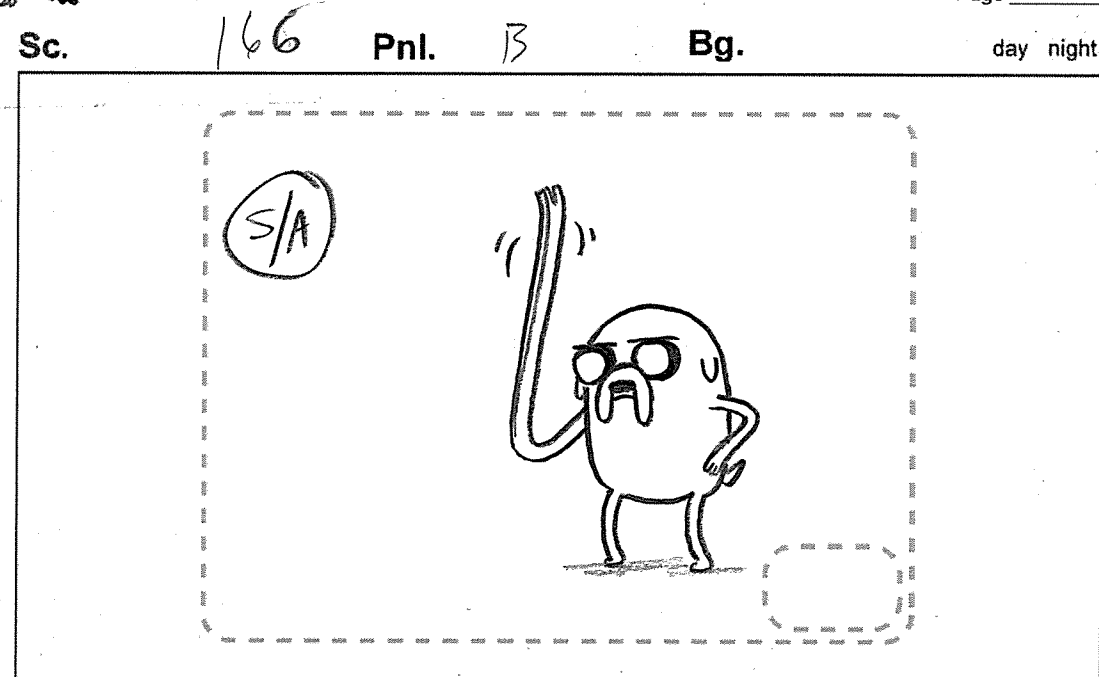
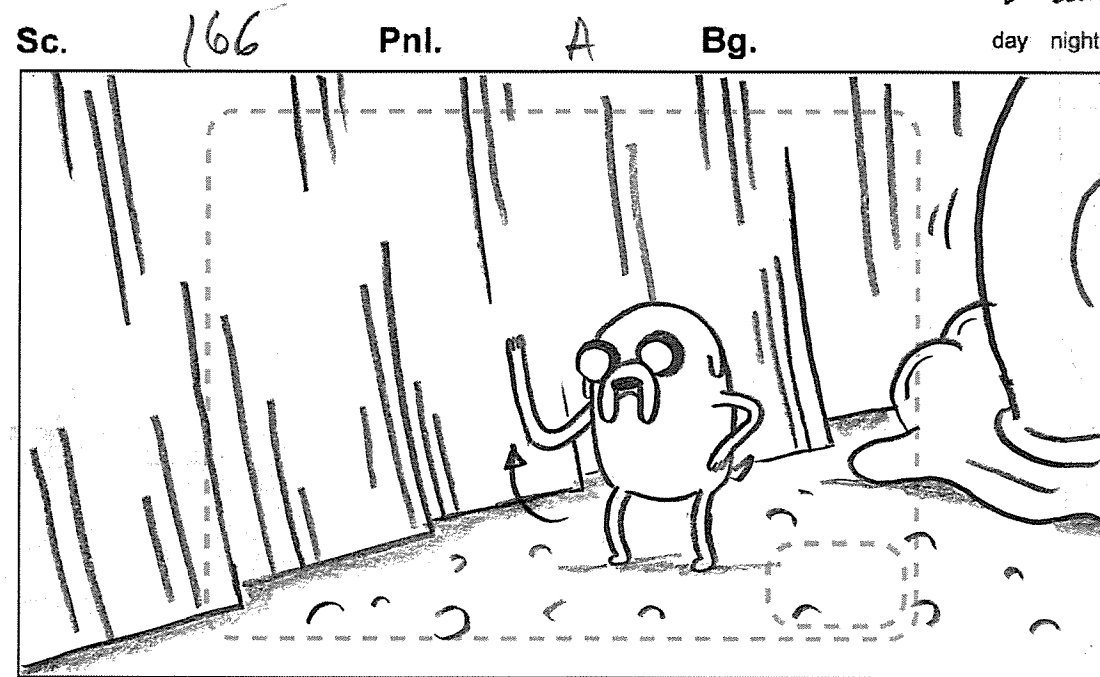
100232

Production :

ADVENTURE TIME



Page 181



Dialog:

Action:

(JAKE FORMS HIS HAND INTO
A CROWBAR.)

Timing:

EPISODE #

100232

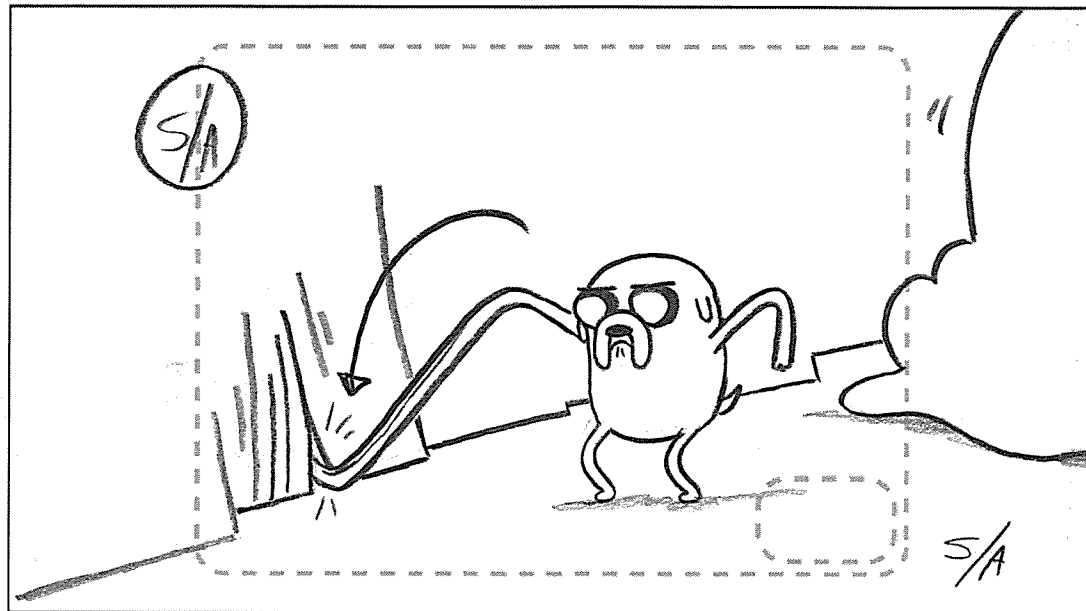
Production :

ADVENTURE TIME

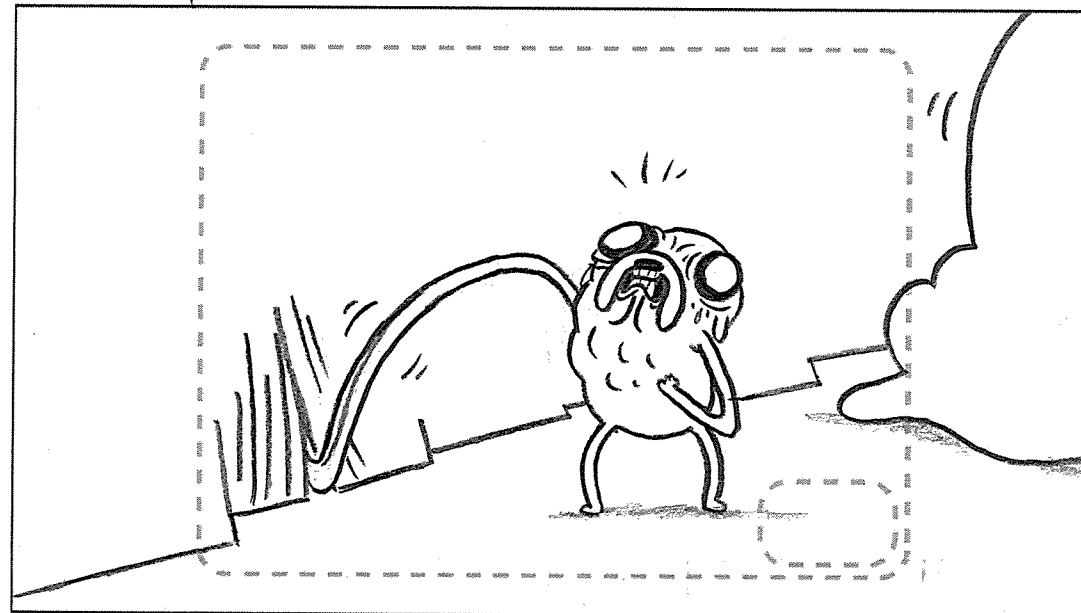


Page 102

Sc. 166 Pnl. C Bg. day night



Sc. 166 Pnl. D Bg. day night



Dialog:

J/ UHNNN...

Action:

(TRIES TO PRY TREEHOUSE OFF.)

Timing:

EPISODE #

Production :

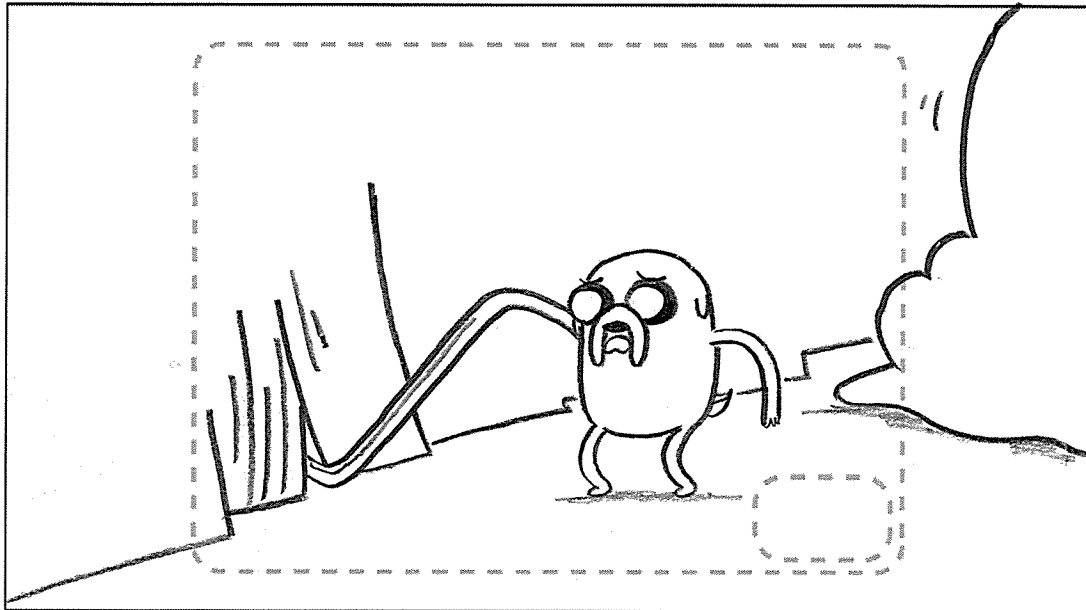
100232

ADVENTURE TIME

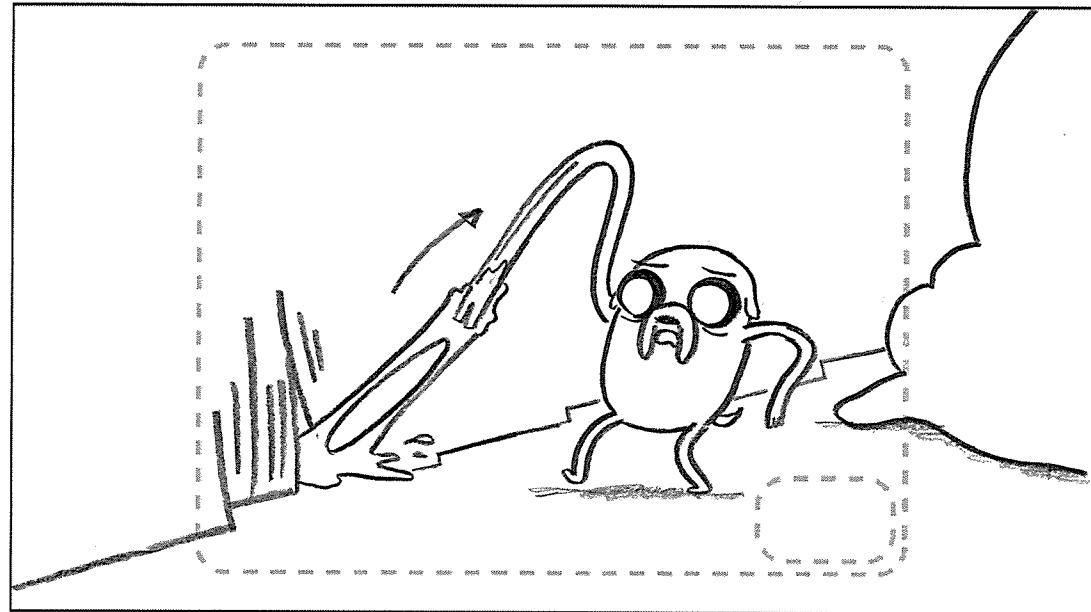


Page 183

Sc. 166 Pnl. E Bg. day night



Sc. 166 Pnl. F Bg. day night



Dialog:

J/ NO USE MAN!

J/ IT'S STUCK WITH SNAIL SLIME!

Action:

Timing:

EPISODE #

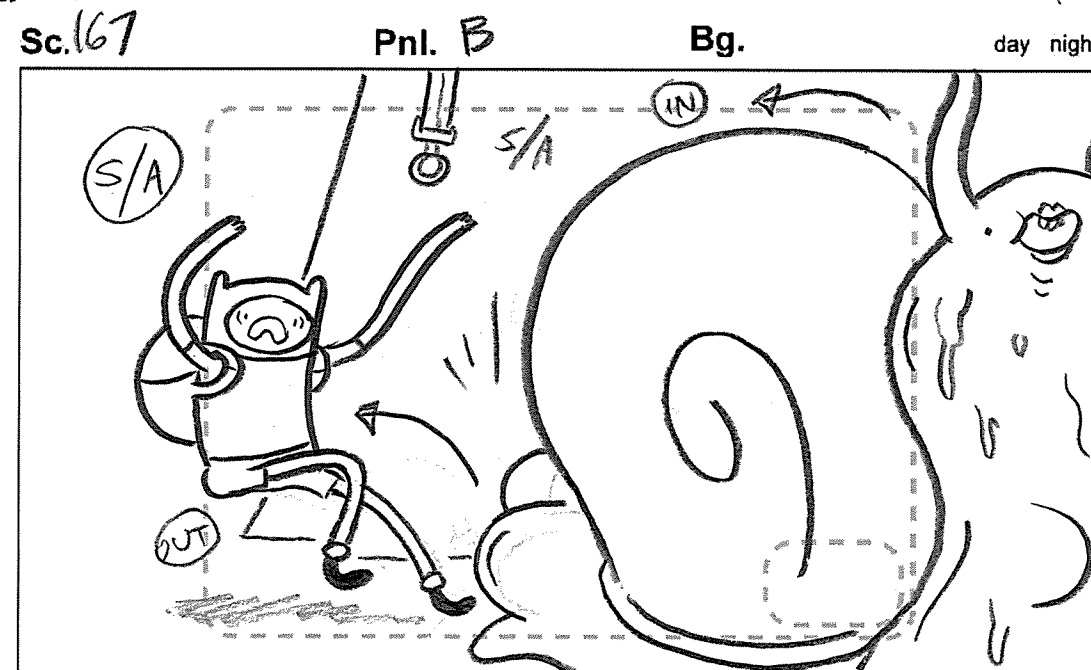
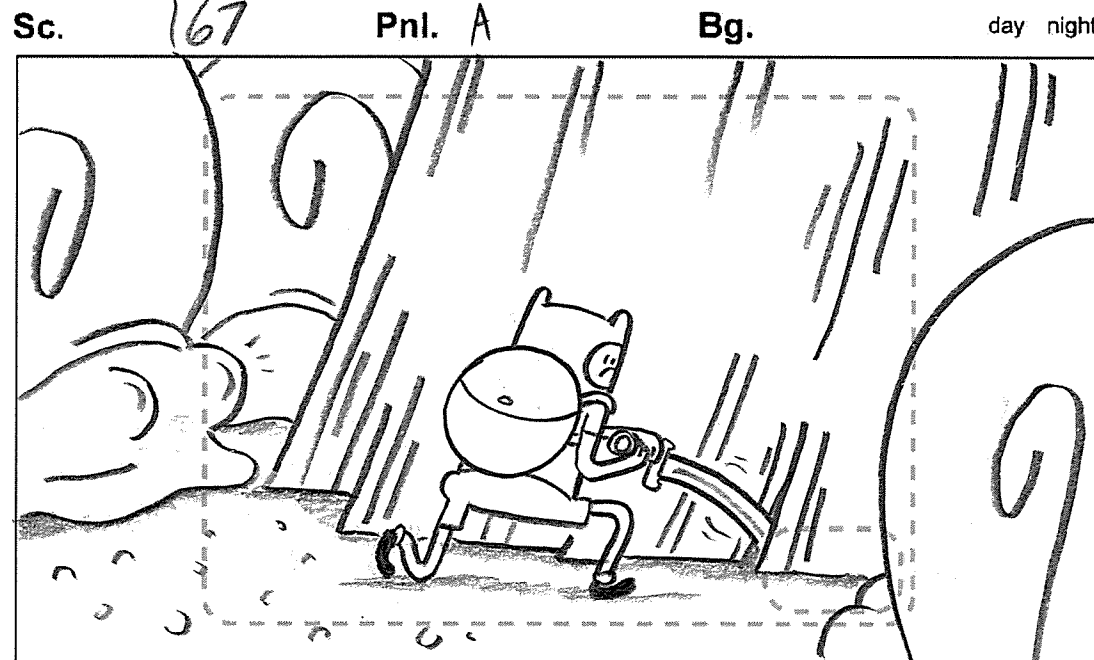
100232

Production :

ADVENTURE TIME



Page 184



Dialog:

F/ WHAAA?
= BUMP =

Action:

(LADY SNAIL BUMPS INTO FINN,
SENDING HIM FLING.)

Timing:

EPISODE #

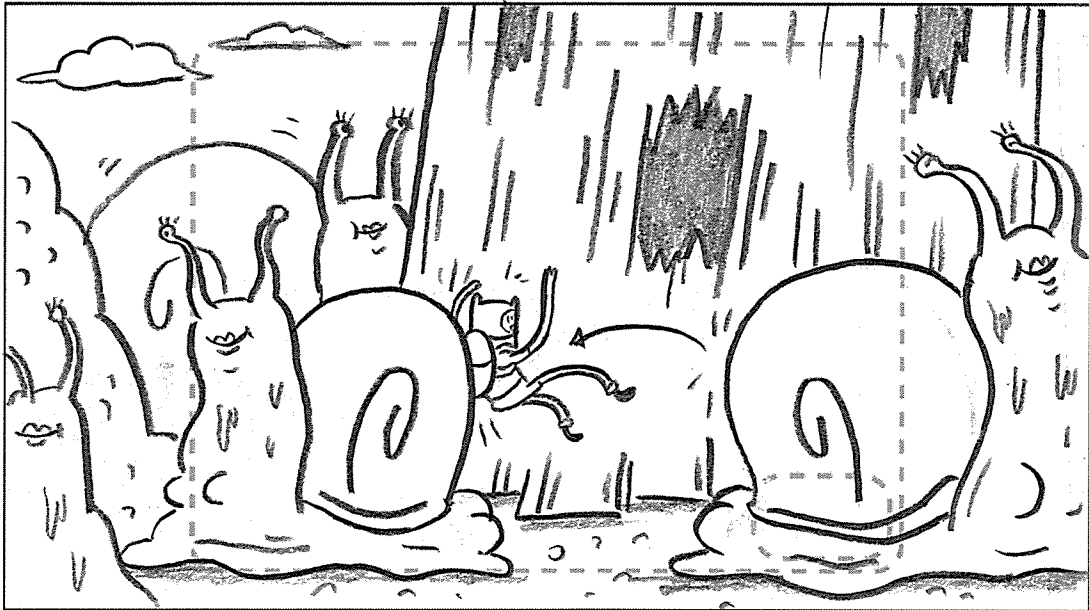
100232

Production :

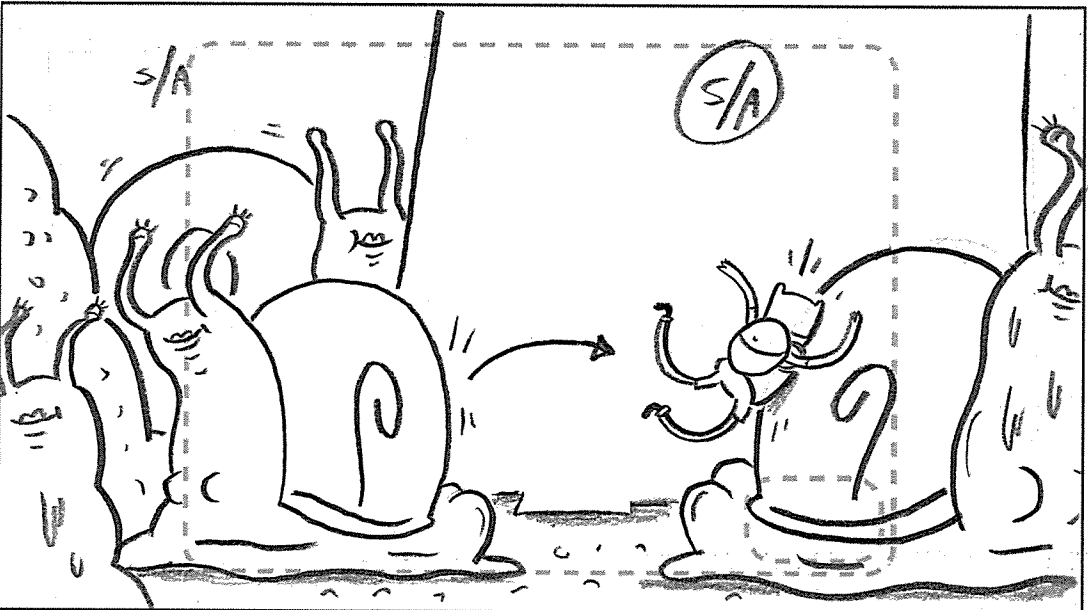
ADVENTURE TIME




Sc. 168 Pnl. A Bg. day night



Sc. 168 Pnl. B Bg. day night



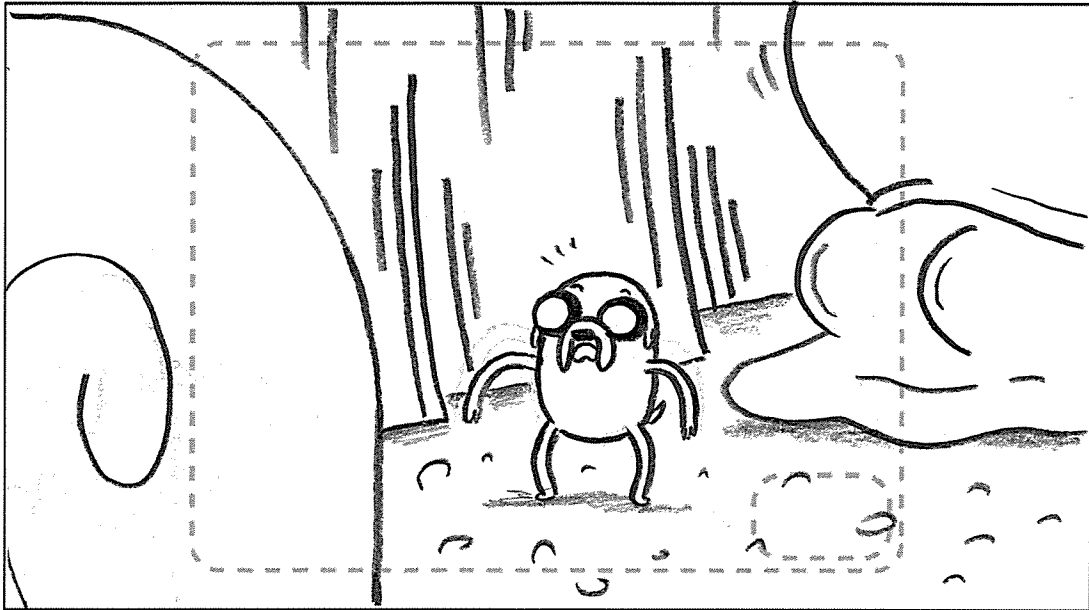
Dialog:	F/ GAAAAHHH! 
Action:	(FINN GETS TOSSED AROUND BACK AND FORTH.)
Timing:	

EPISODE # 100232
Production :

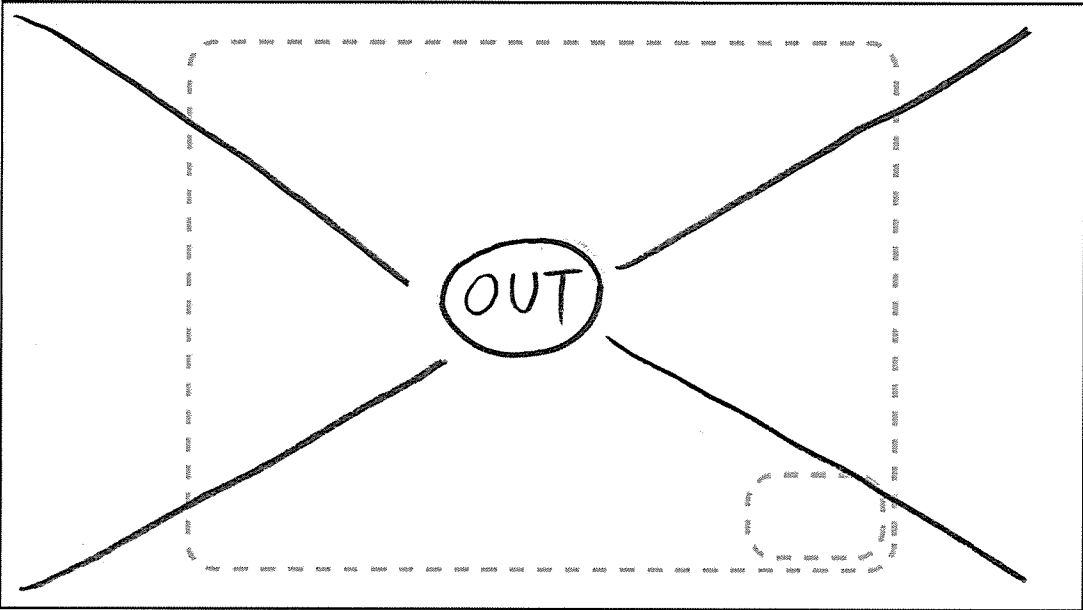
ADVENTURE TIME



Sc. 169 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	J/ FINN!
Action:	
Timing:	

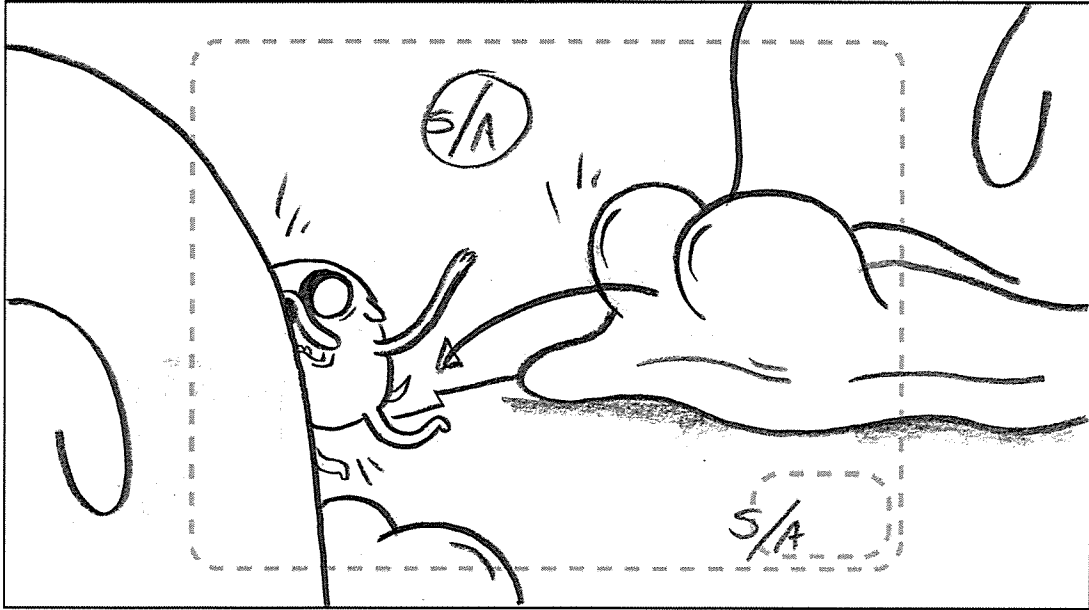
EPISODE # 100232
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

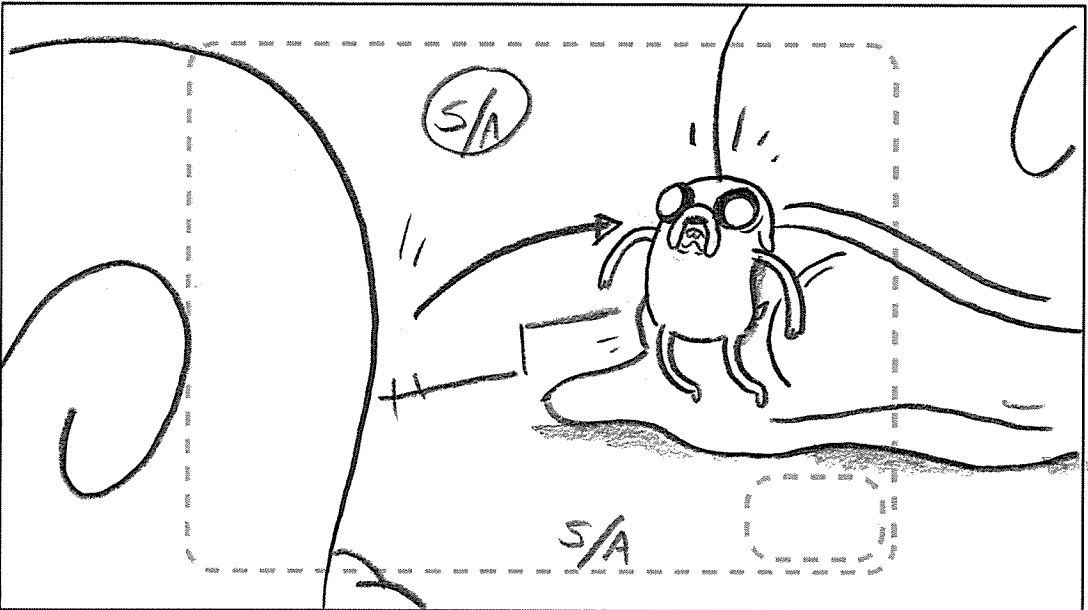
ADVENTURE TIME



Sc. 169 Pnl. B Bg. day night



Sc. 169 Pnl. C Bg. day night



Dialog:	J/ AAAAAHHH!	CYCLE
Action:	(JAKE GETS TOSSED BACK AND FORTH.)	
Timing:		

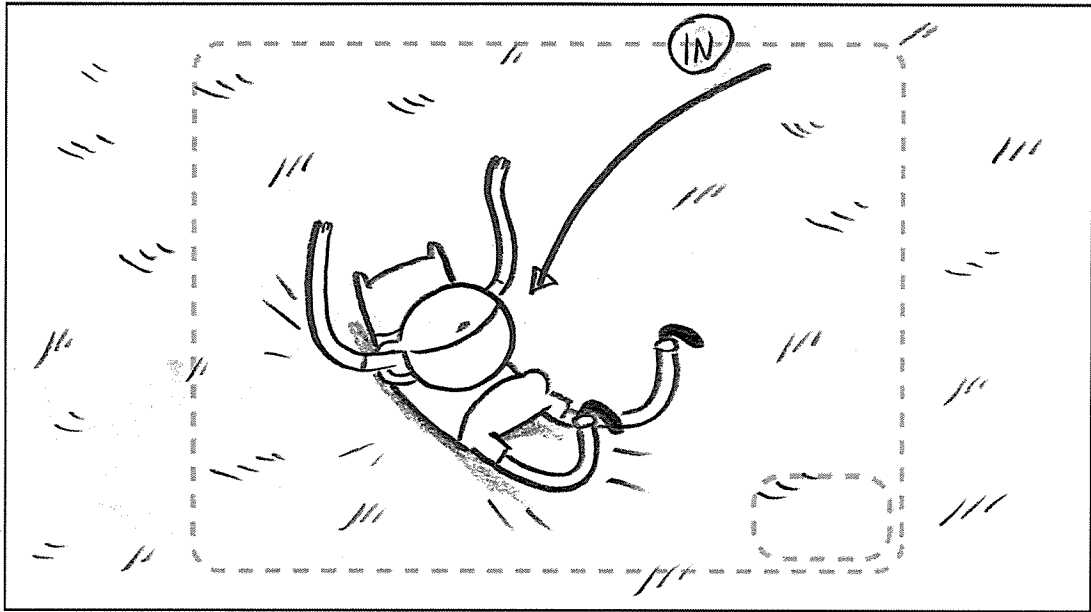
EPISODE # 100232

Production :

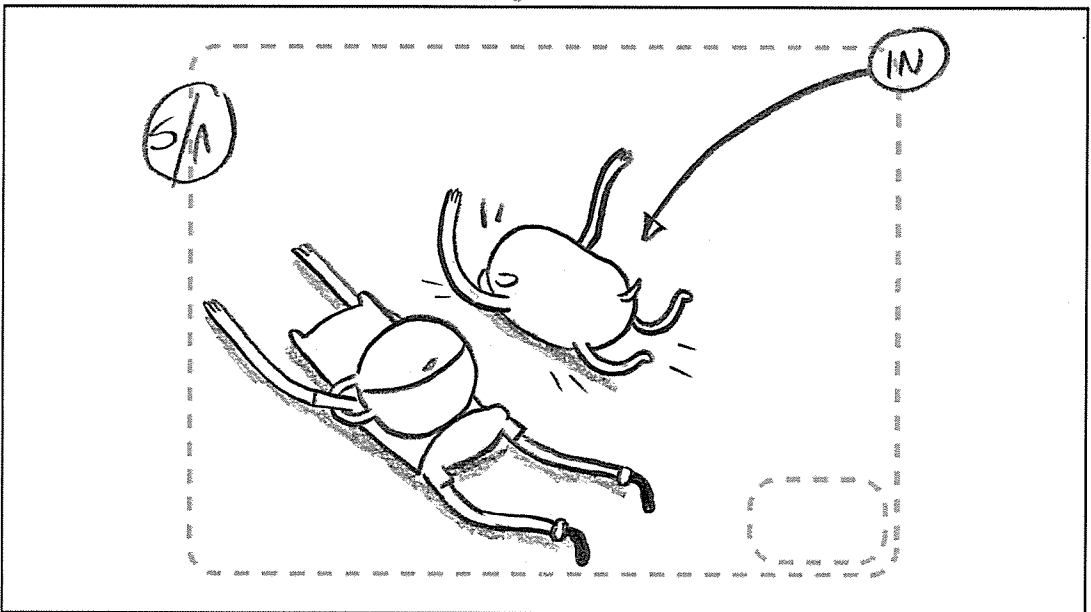
ADVENTURE TIME



Sc. 170 Pnl. A Bg. day night



Sc. 170 Pnl. B Bg. day night



Dialog:	F/ OOF!	J/ OOF!
Action:	(FINN FALLS IN.)	(JAKE FALLS IN.)
Timing:		

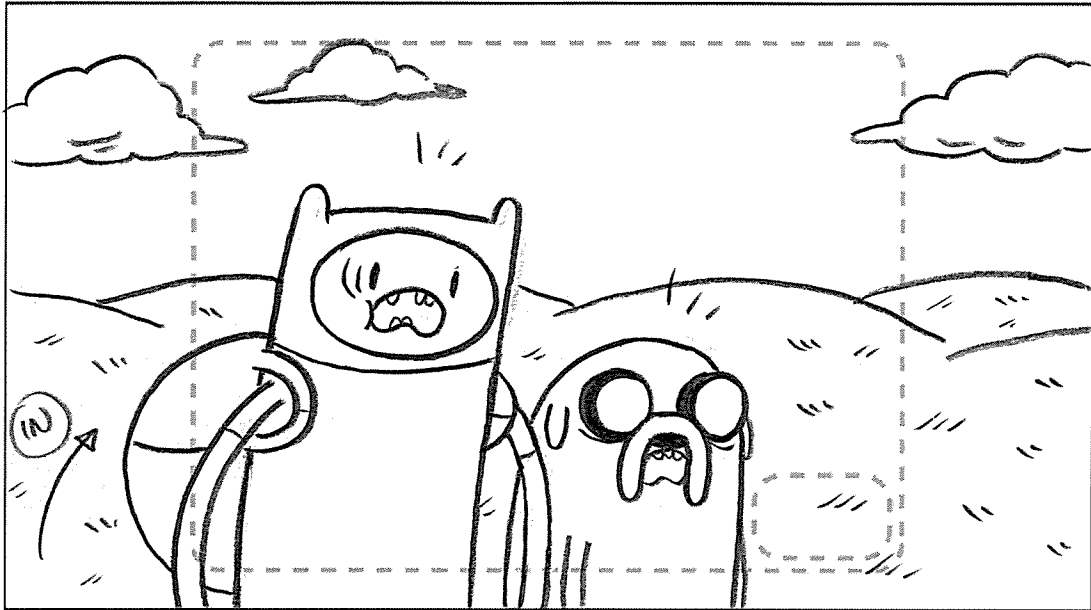
EPISODE # 100232
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

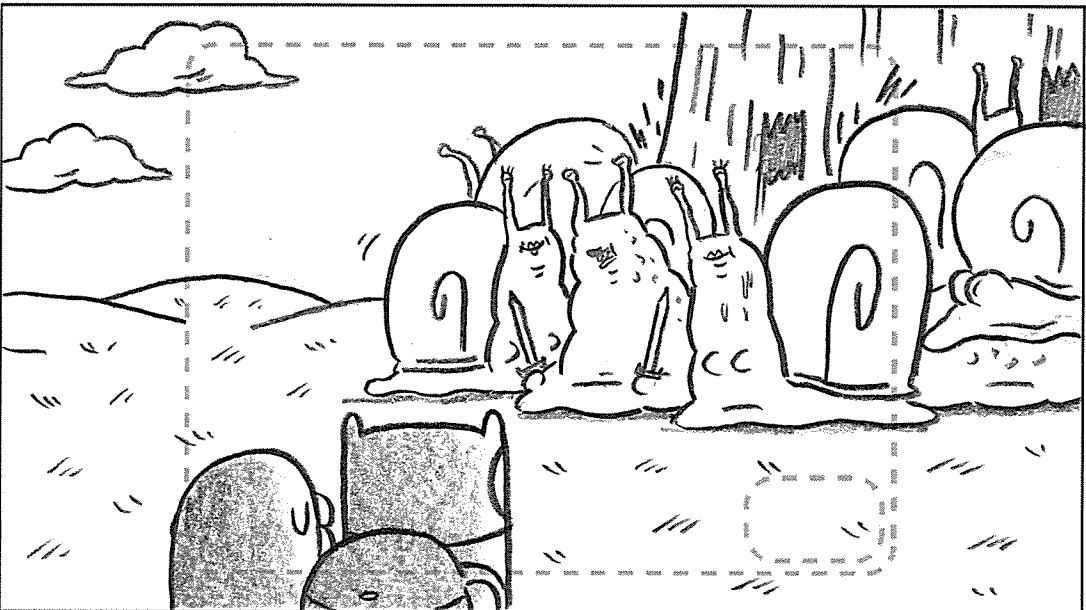
ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. 172 Pnl. A Bg. day night



Dialog:	F: How're we gonna GET our HOUSE BACK?!
Action:	
Timing:	

S/ BEATBOXING :
SWORD CYCLE CONT.

EPISODE # 100232

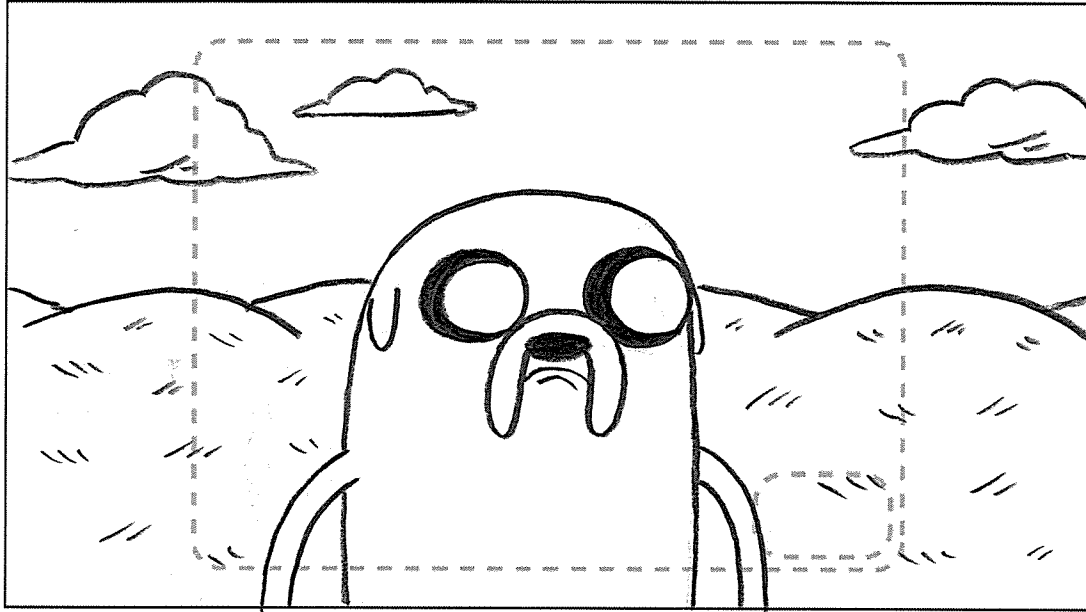
Production :

ADVENTURE TIME

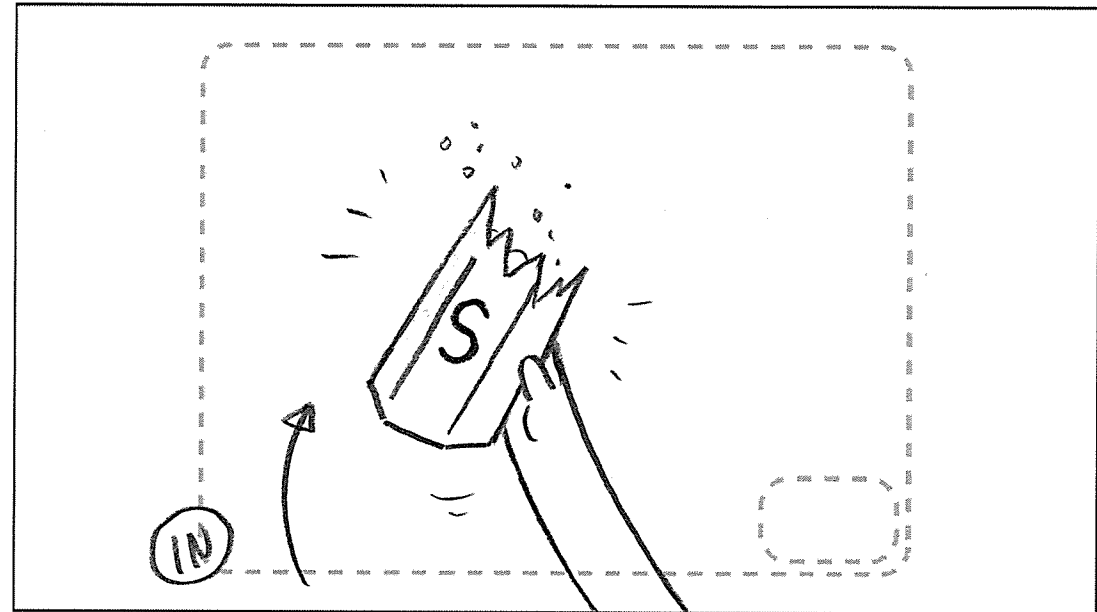


Page 190

Sc. 173 Pnl. A Bg. day night



Sc. 174 Pnl. A Bg. day night



Dialog:

FLASHBACK

Action:

RIppLE
(DISSOLVE)

Timing:

100232

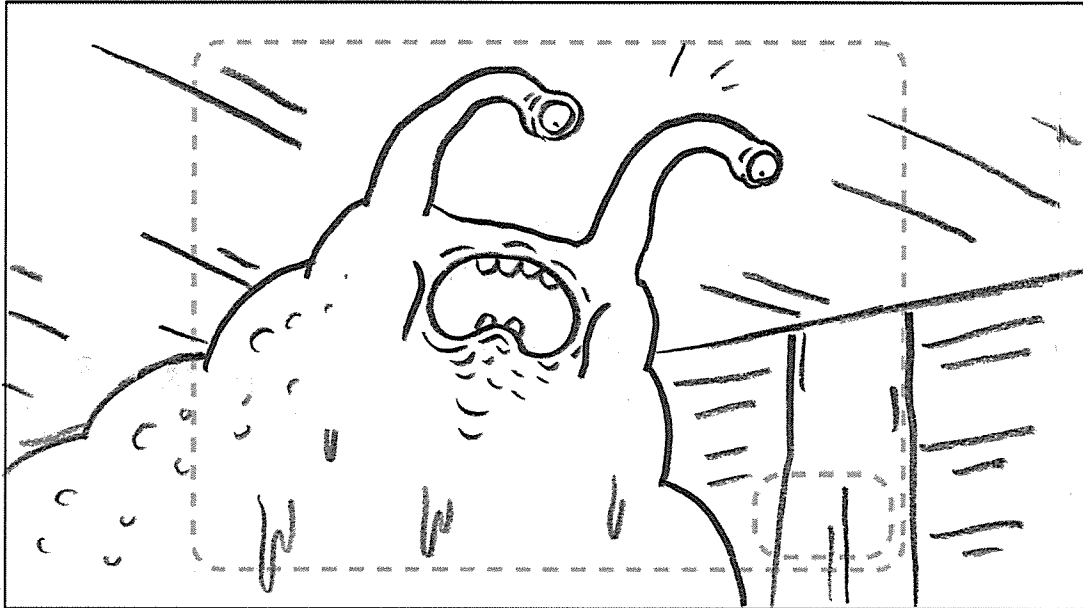
EPISODE #

Production :

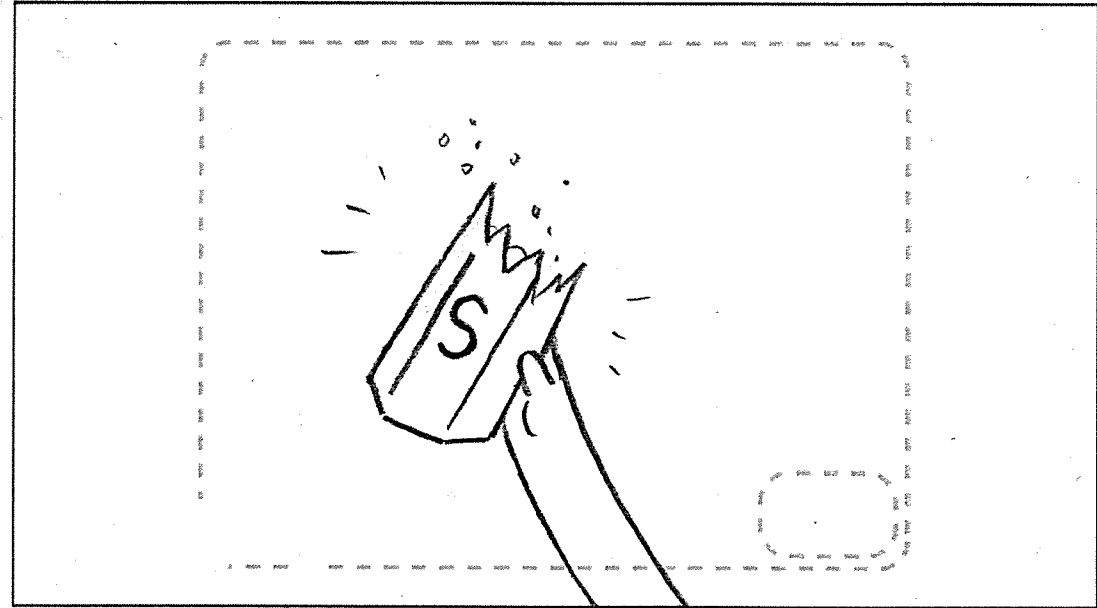
ADVENTURE TIME



Sc. 175 Pnl. A Bg. day night



Sc. 176 Pnl. A Bg. day night



Dialog:

S/ SAAAALT??!

Action:

Timing:

EPISODE #

100232

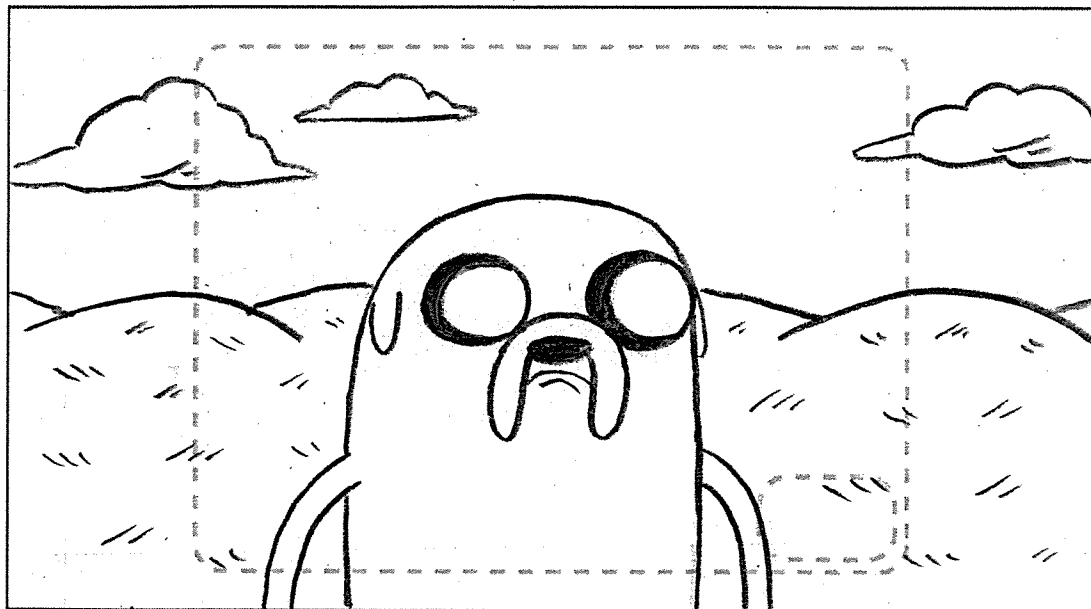
Production :

ADVENTURE TIME

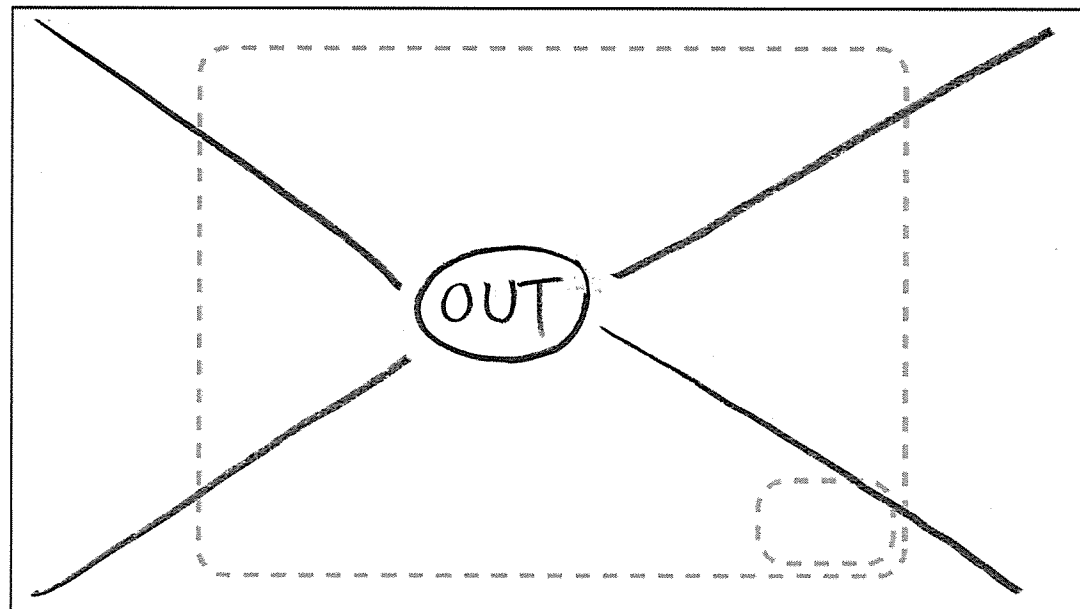


Page 192

Sc. 177 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: RIPPLE
(DISSOLVE BACK TO JAKE)

Timing:

100232

EPISODE #

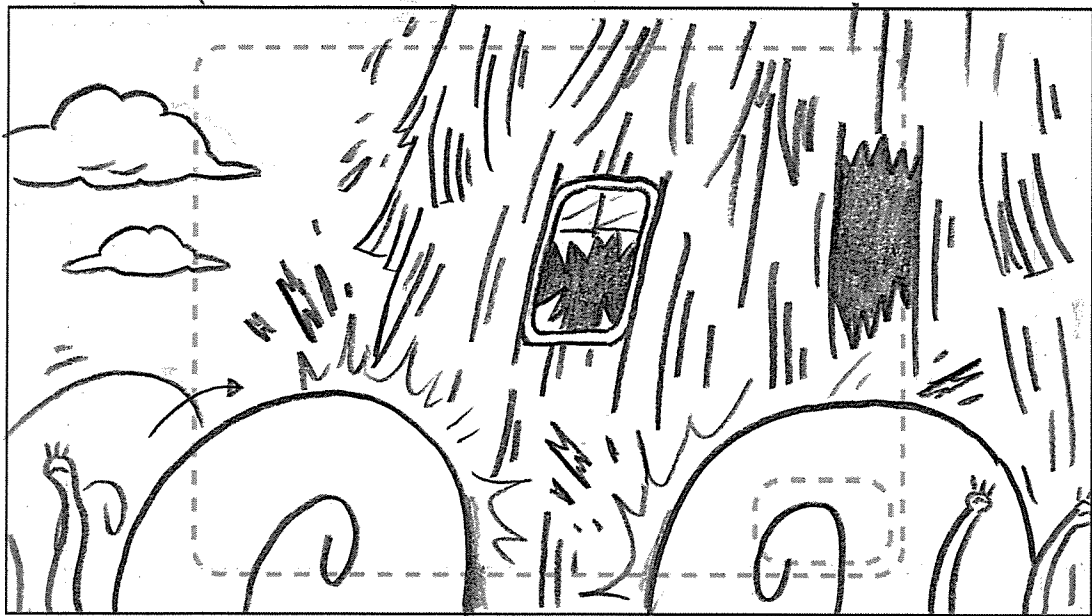
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

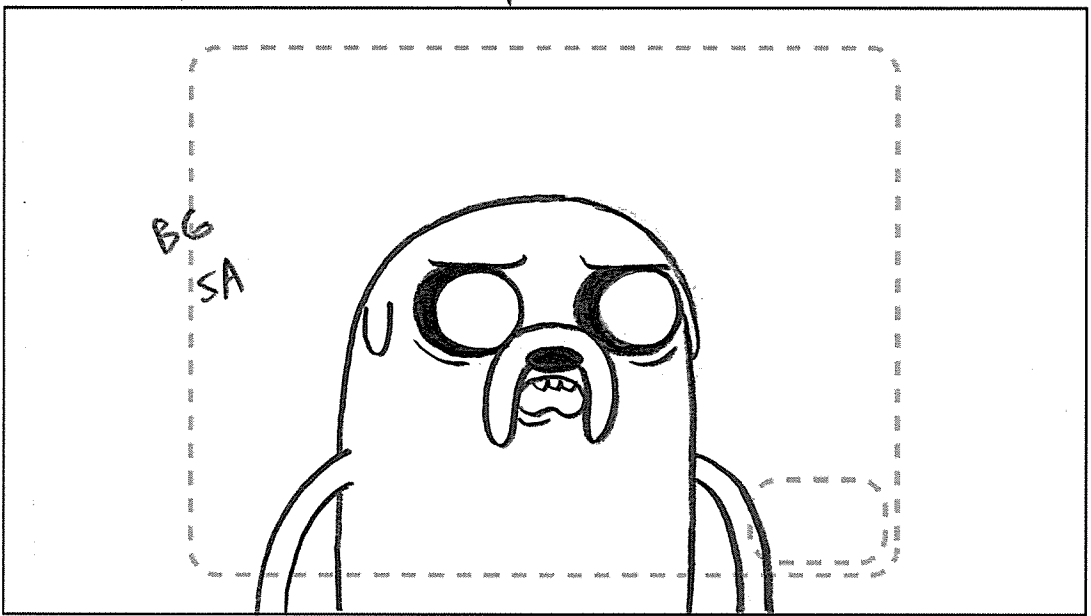
ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog:

SFX/ : CRASH! : BANG!
: CRASH!

J/ DUDE...

Action:

Timing:

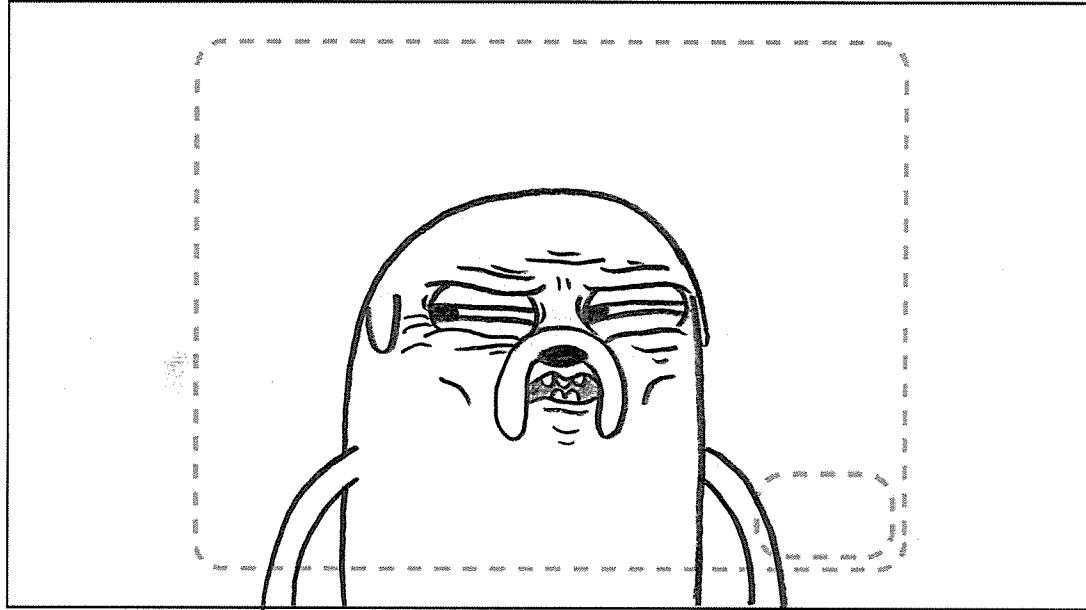
100232
EPISODE #
Production :

ADVENTURE TIME

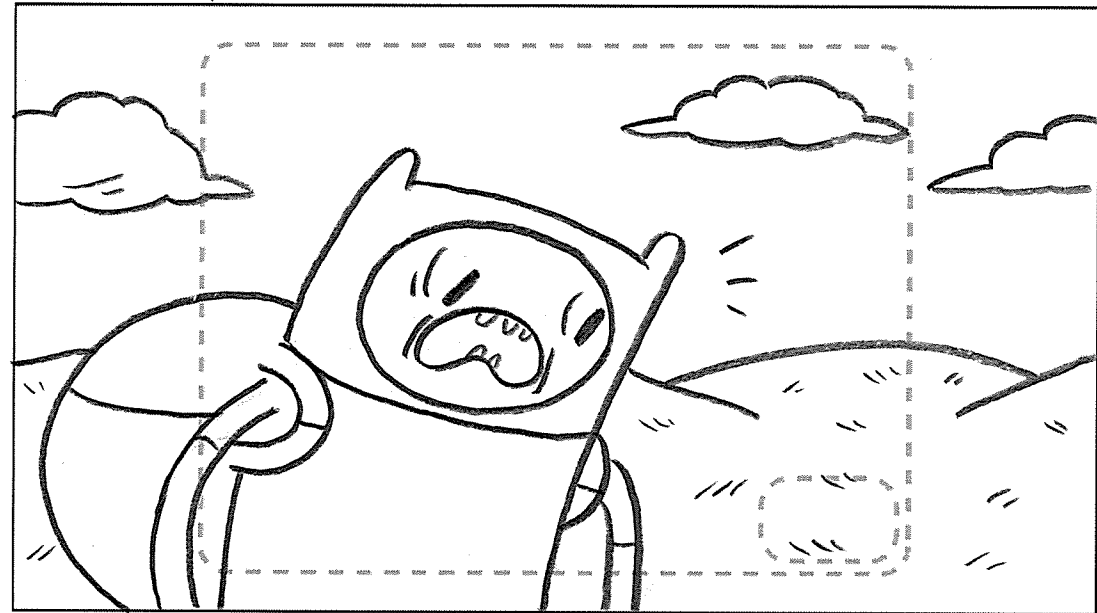


Page 194

Sc. 179 Pnl. B Bg. day night



Sc. 180 Pnl. A Bg. day night



Dialog:

J/ I'M GOIN' IN...

F/ WHA?

Action:

Timing:

100232

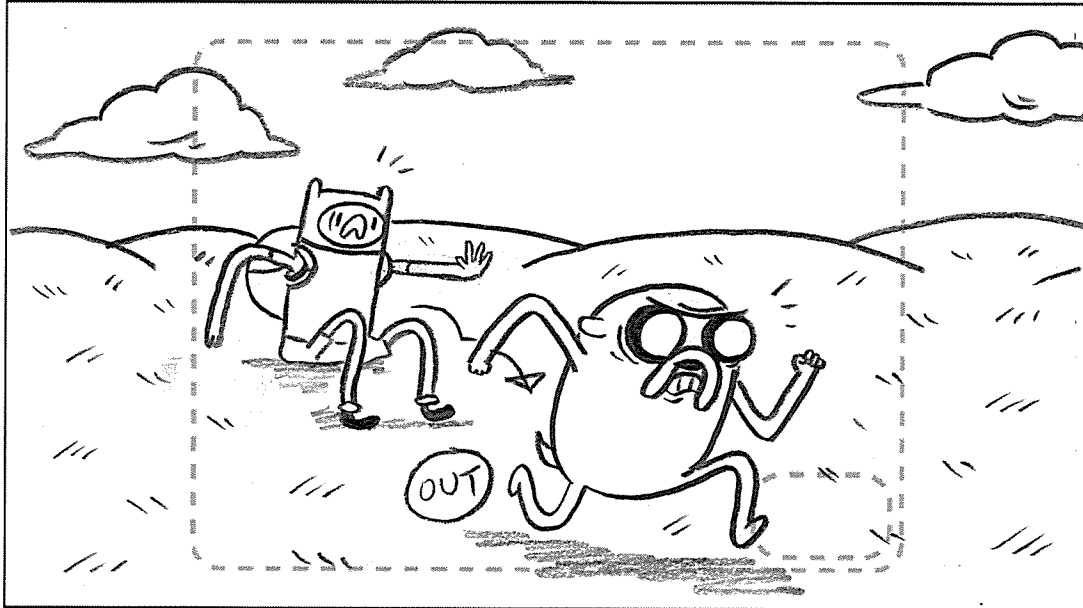
EPISODE #

Production :

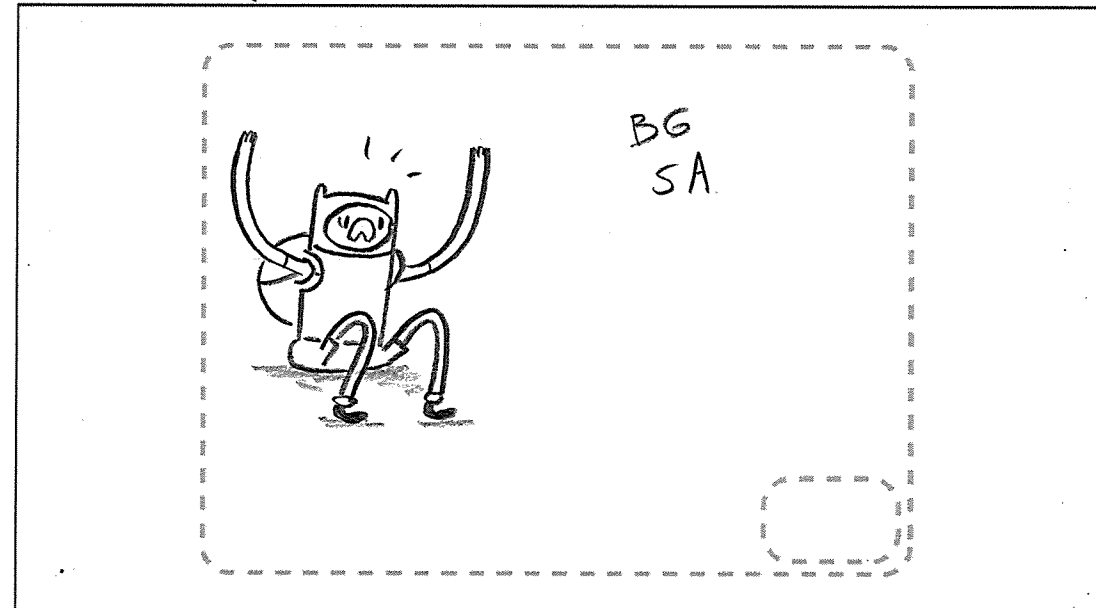
ADVENTURE TIME



Sc. 181 Pnl. A Bg. day night



Sc. 181 Pnl. B Bg. day night



Dialog: F/ JAKE! NO! YOU'LL GET SLIMED!!

F/ -OR GRINDED ON!!

Action:

Timing:

EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 196

Sc.

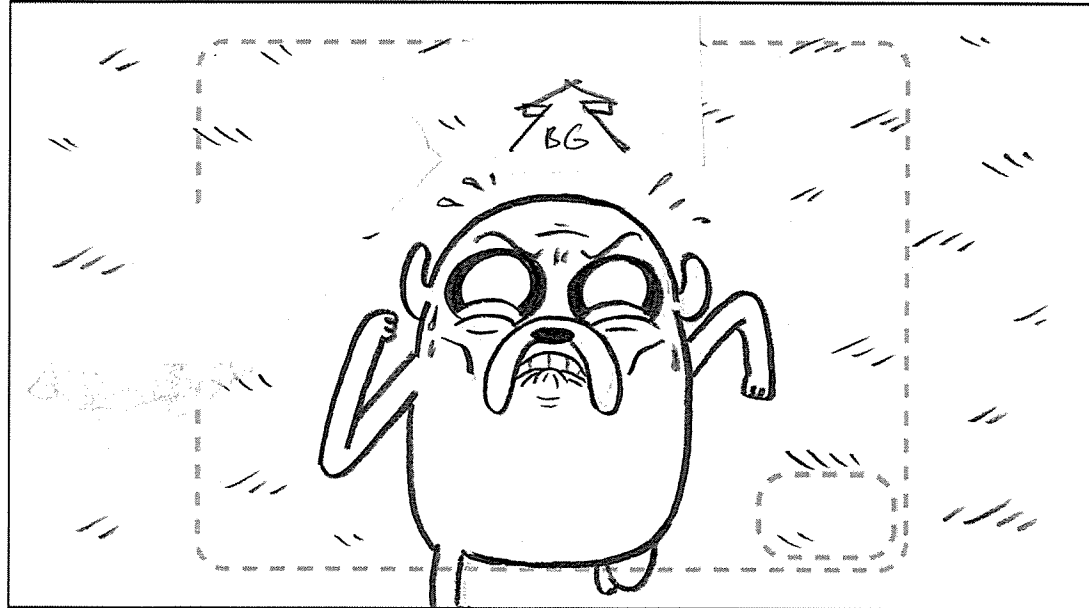
182

Pnl.

A

Bg.

day night



Sc.

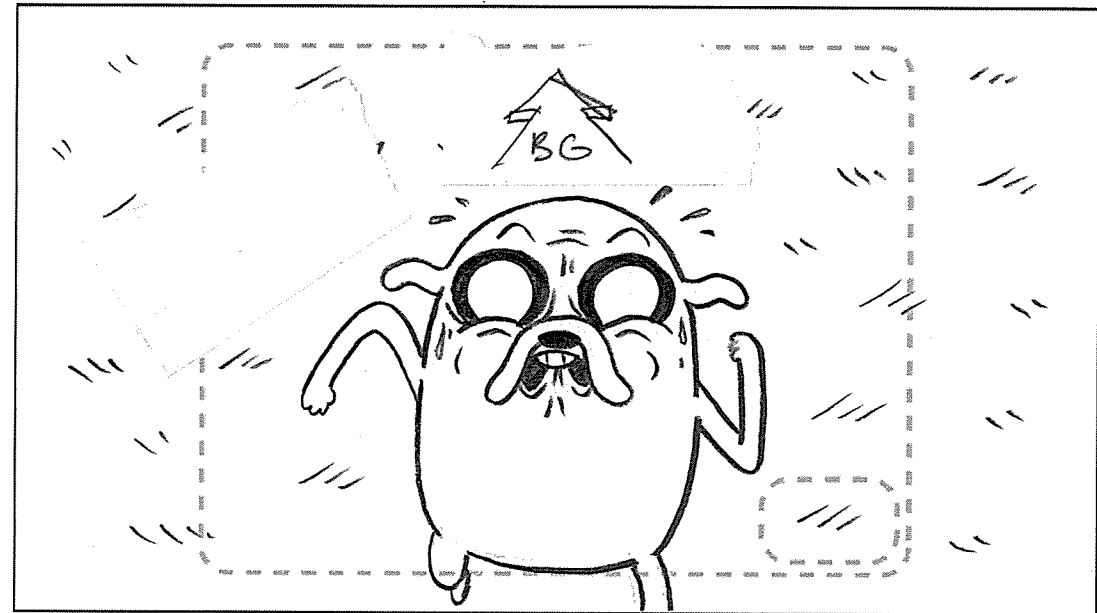
182

Pnl.

B

Bg.

day night



Dialog:

J/ = HUFFING AND
PUFFING =



Action:

(JAKE RUNS LIKE HE IS
IN A MARATHON.)

Timing:

EPISODE #

100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 197

Sc.

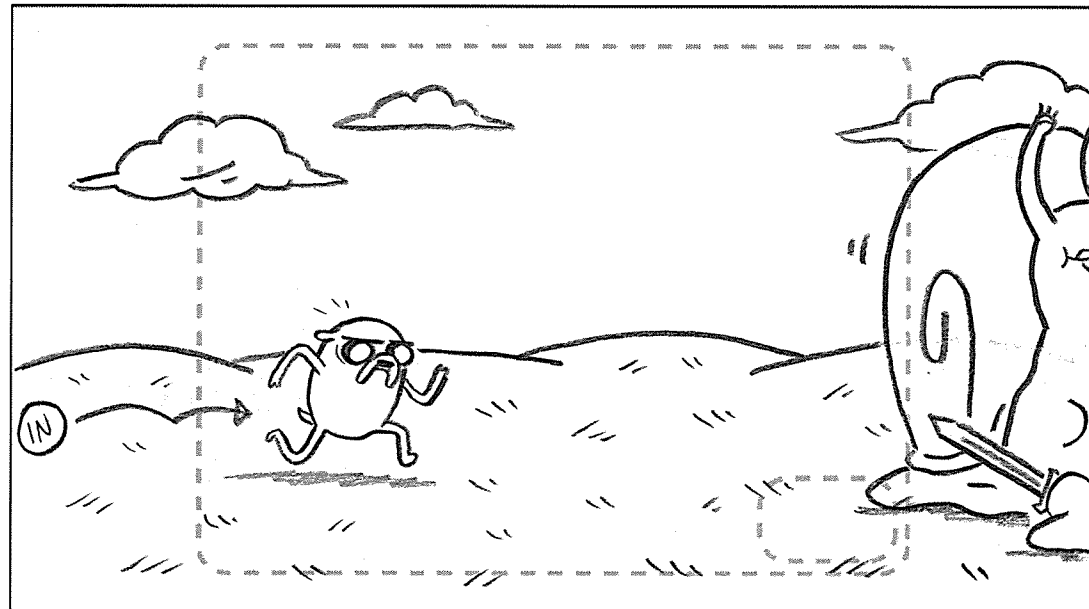
183

Pnl.

A

Bg.

day night



Sc.

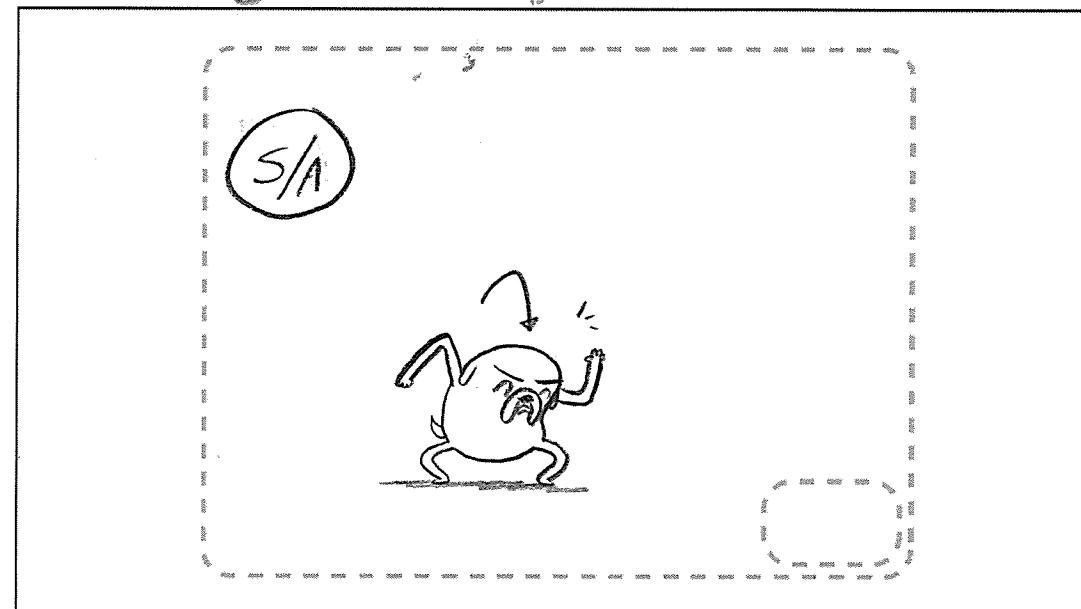
183

Pnl.

B

Bg.

day night



Dialog:

Action:

SMALL LEAP UP

...LANDS & ANTICS DOWN

Timing:

100232

EPISODE #

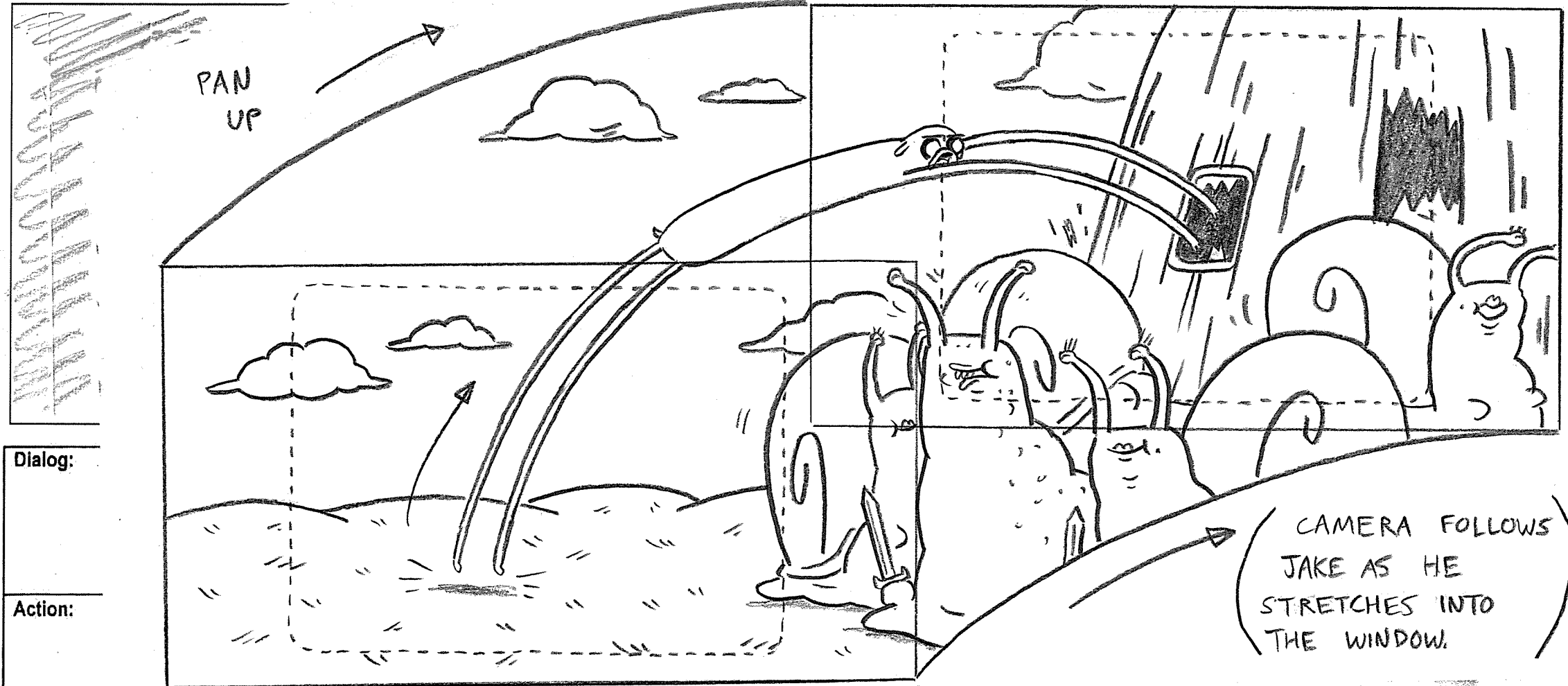
Production :

ADVENTURE TIME



Page 198

Sc. 183 Pnl. C Bg.



Dialog:

Action:

Timing:

J/ H0000000!!

Produ

100232

ADVENTURE TIME



Page 199

Sc.

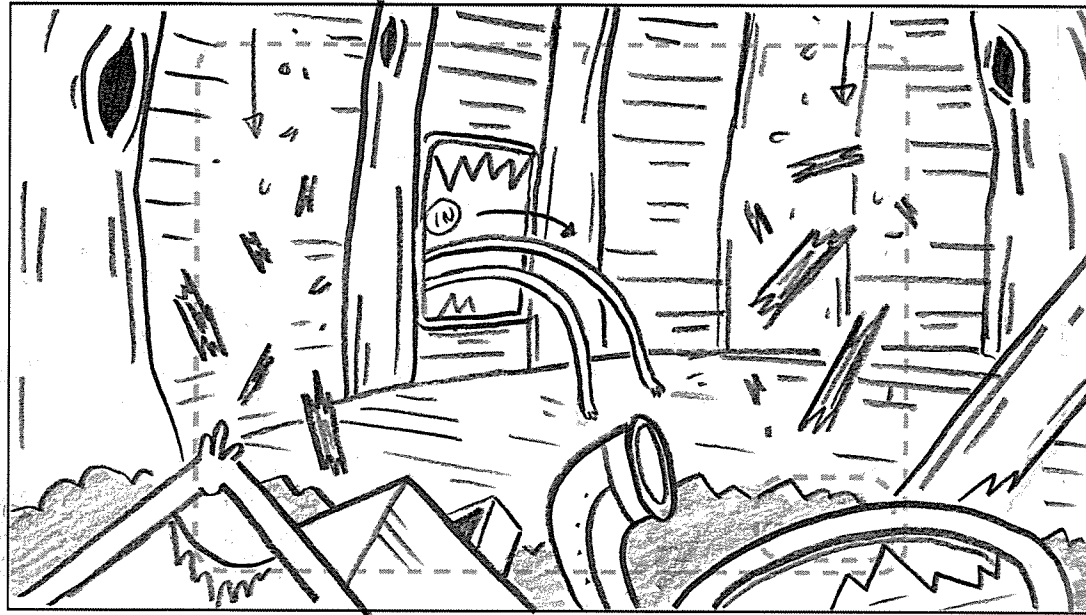
184

Pnl.

A

Bg.

day night



Sc.

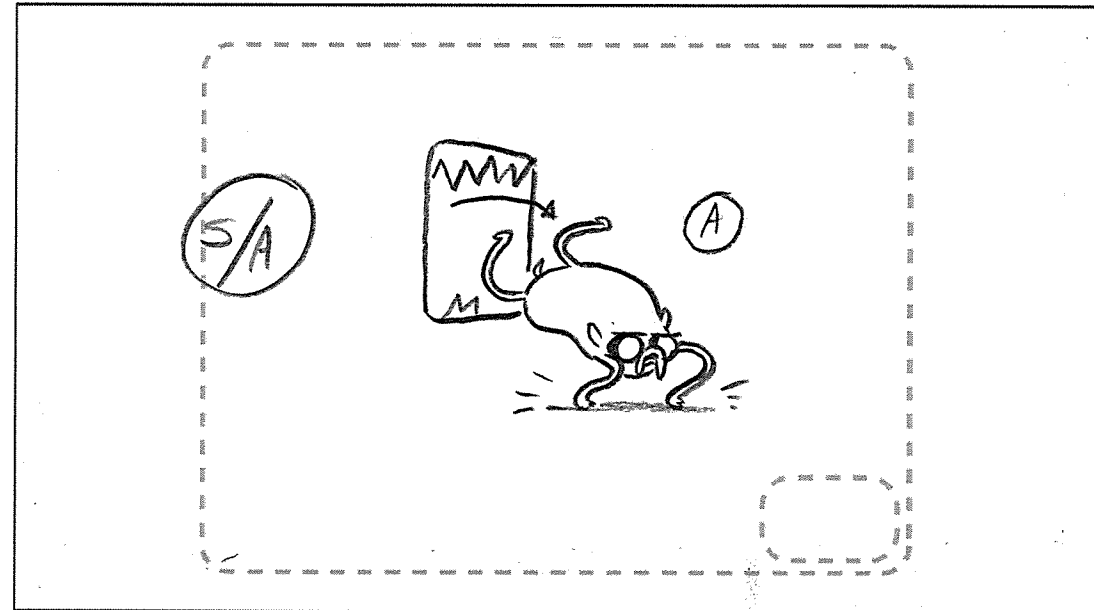
184

Pnl.

B

Bg.

day night



Dialog:

≡ CAMERA SHAKE ≡



Action:

(JAKE STRETCHES IN)

Timing:



EPISODE #

100232

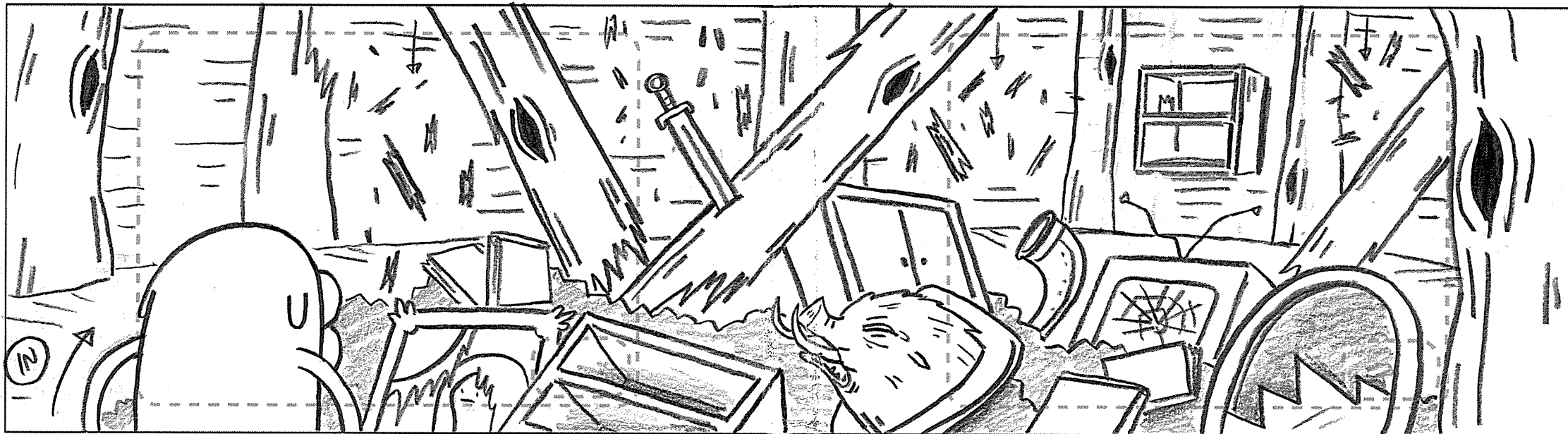
Production :

ADVENTURE TIME



Page 200

Sc. 185 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:

PAN
START

STOP

≡ CAMERA SHAKE ≡

Action:

Timing:

EPISODE #

100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 201

Sc.

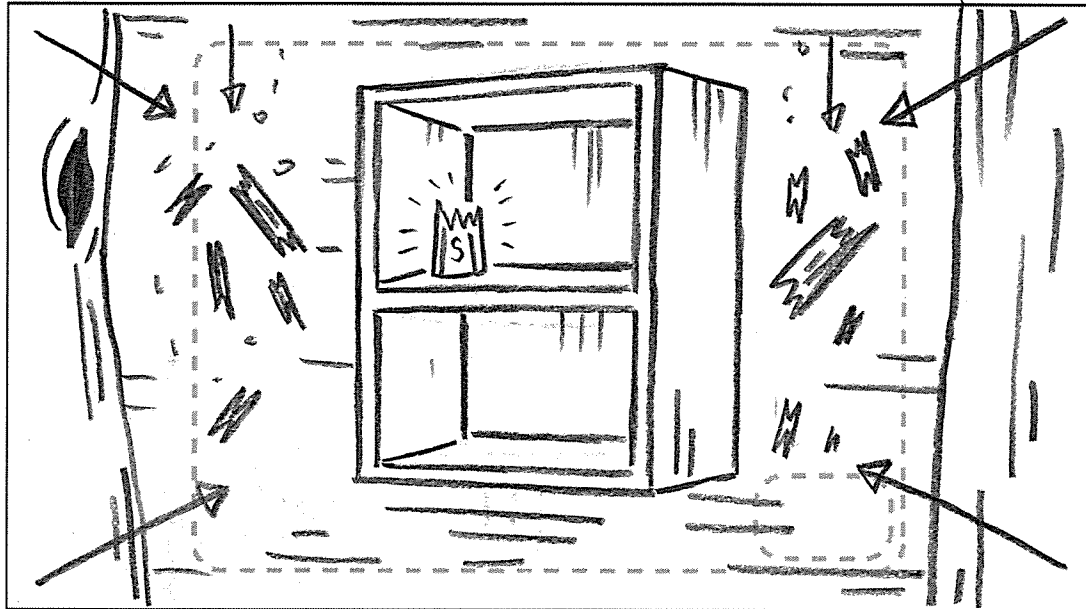
185

Pnl.

B

Bg.

day night



Sc.

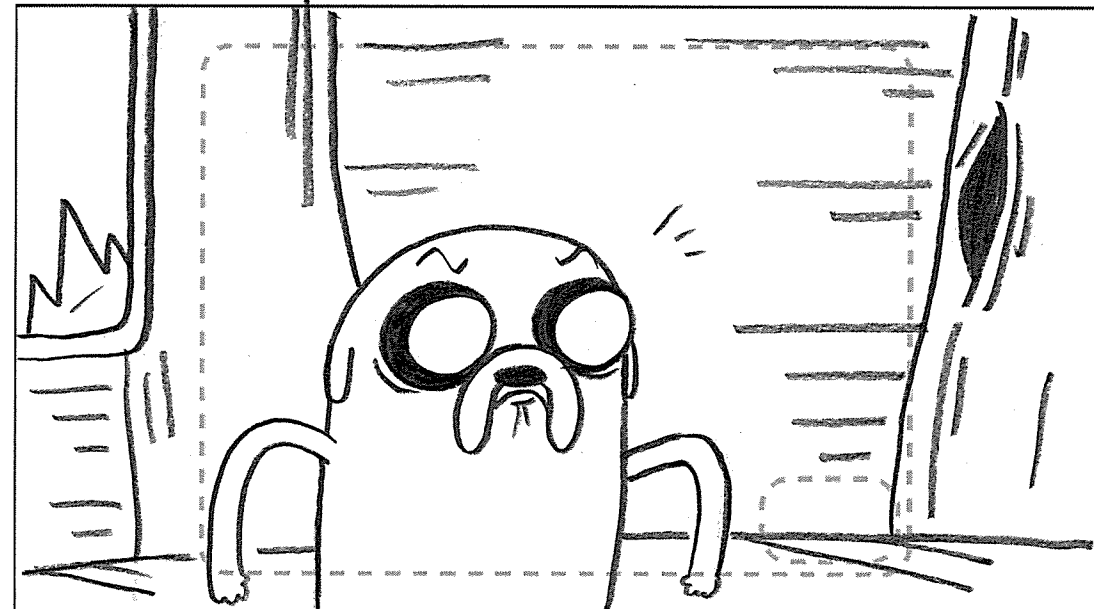
186

Pnl.

A

Bg.

day night



Dialog:

= MUSIC STING! =

J/ HMPH!

Action:

(TRUCK-IN TO SHELF WITH
BROKEN SALT SHAKER.)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



Sc.

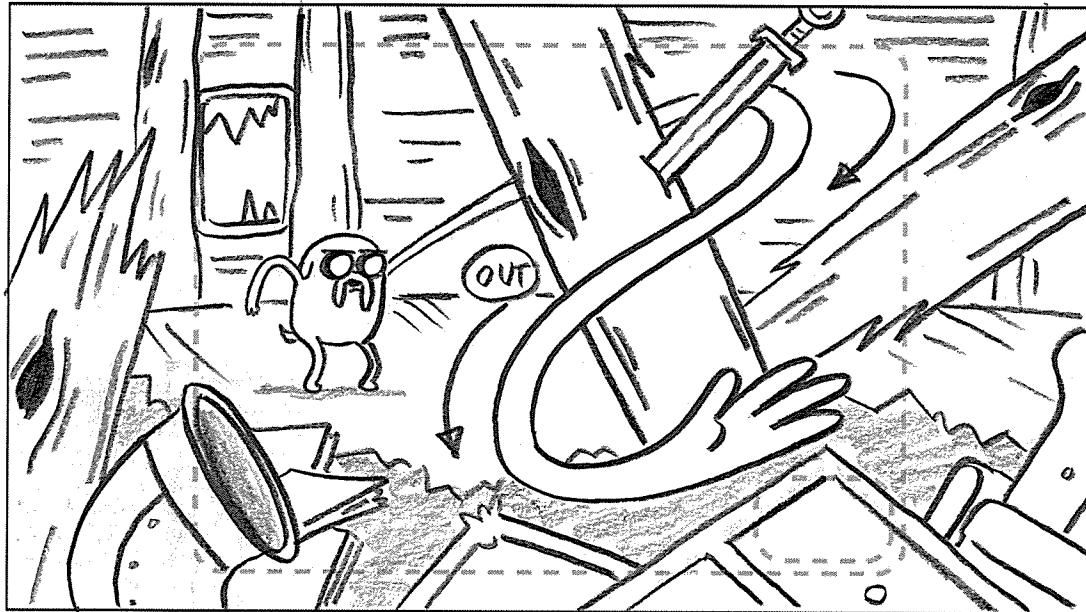
187

Pnl.

A

Bg.

day night



Sc.

188

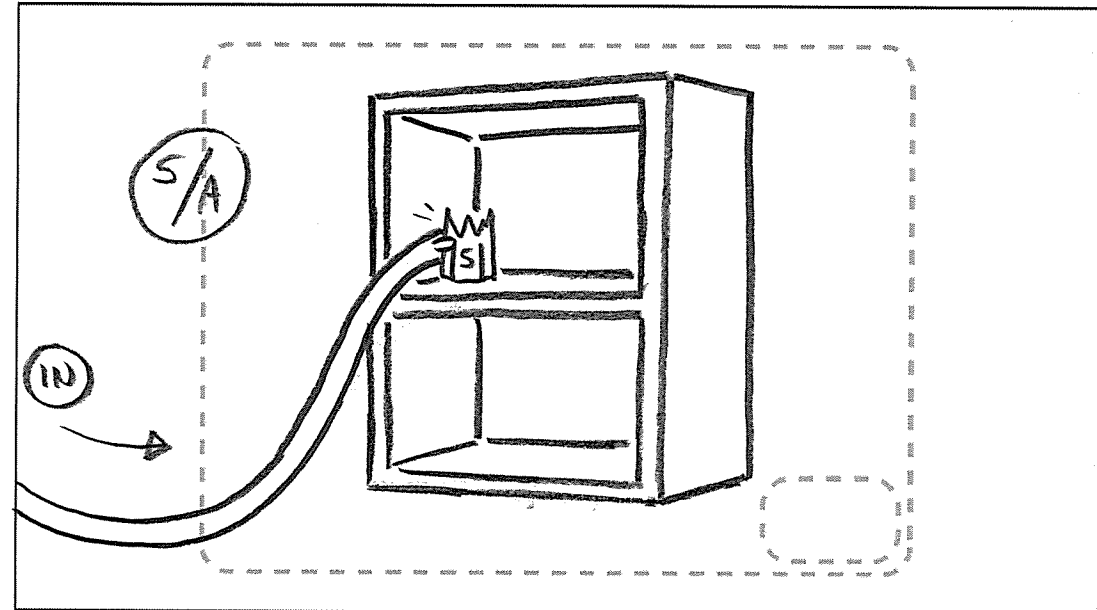
Pnl.

A

Bg.

day night

Page 202



Dialog:

GRAB

Action:

(JAKE'S ARM STRETCHES AND SWERVES
AROUND DEBRIS TOWARDS SALT.)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



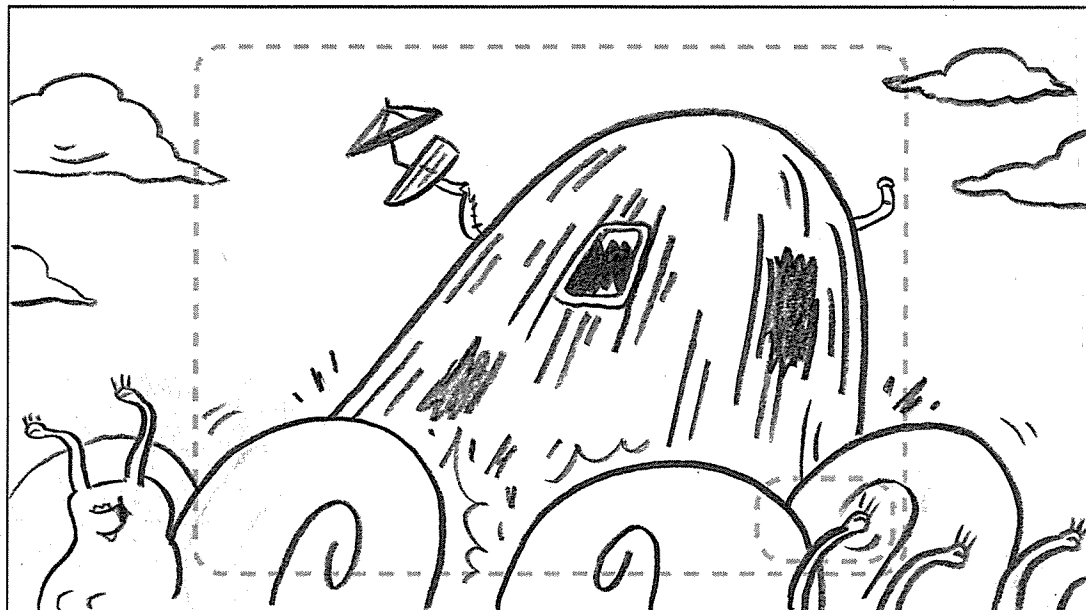
Page 203

Sc. 189

Pnl. A

Bg.

day night

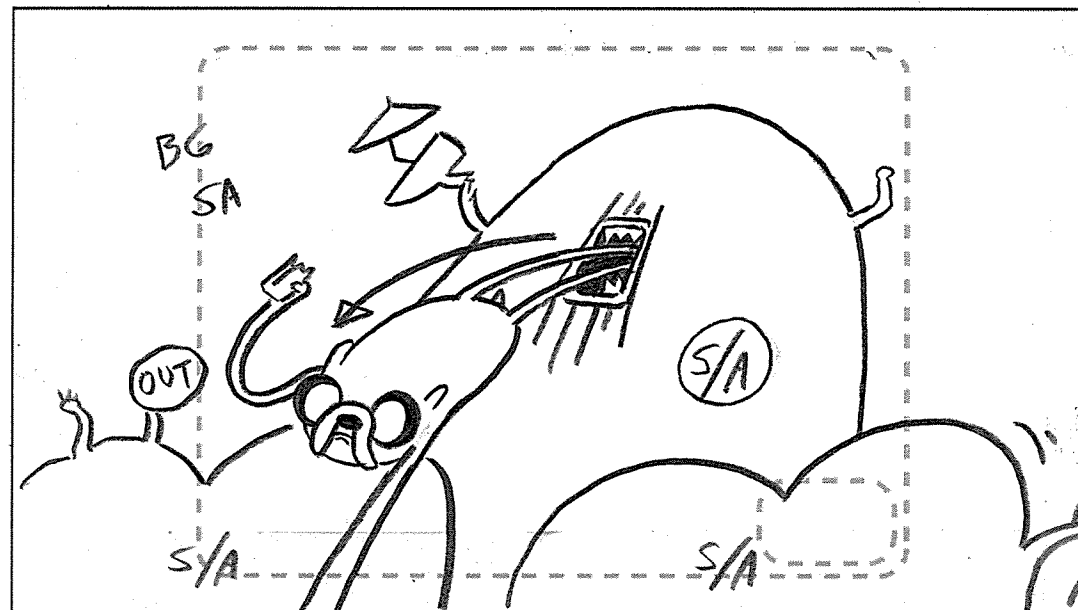


Sc. 189

Pnl. B

Bg.

day night



Dialog:

Action:

(J STRETCHES OUT OF WINDOW.)

Timing:

EPISODE #

Production :

100232

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



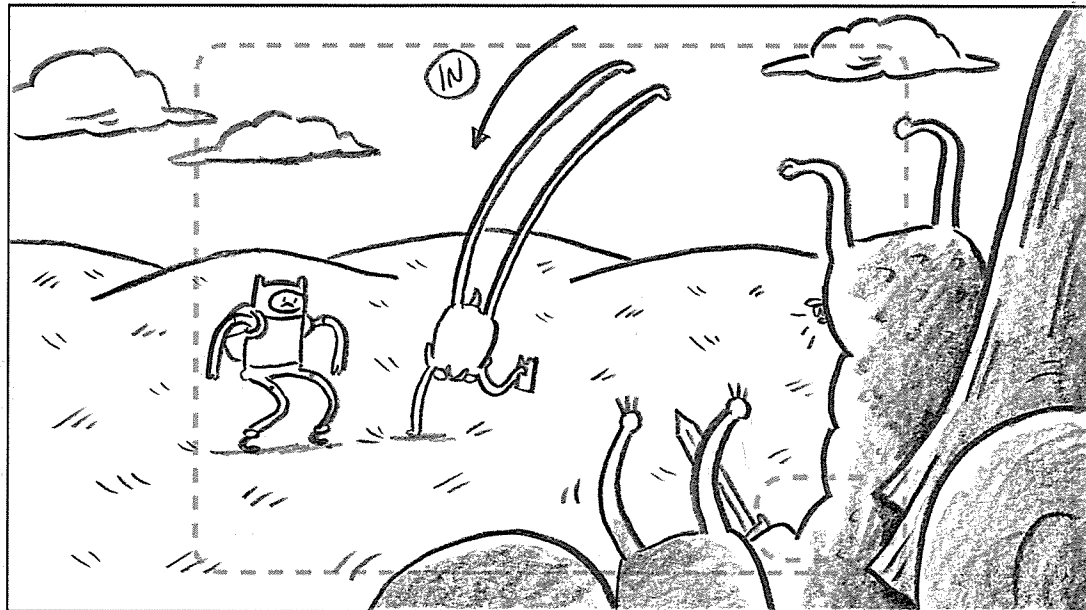
Page 204

Sc. 190

Pnl. A

Bg.

day night

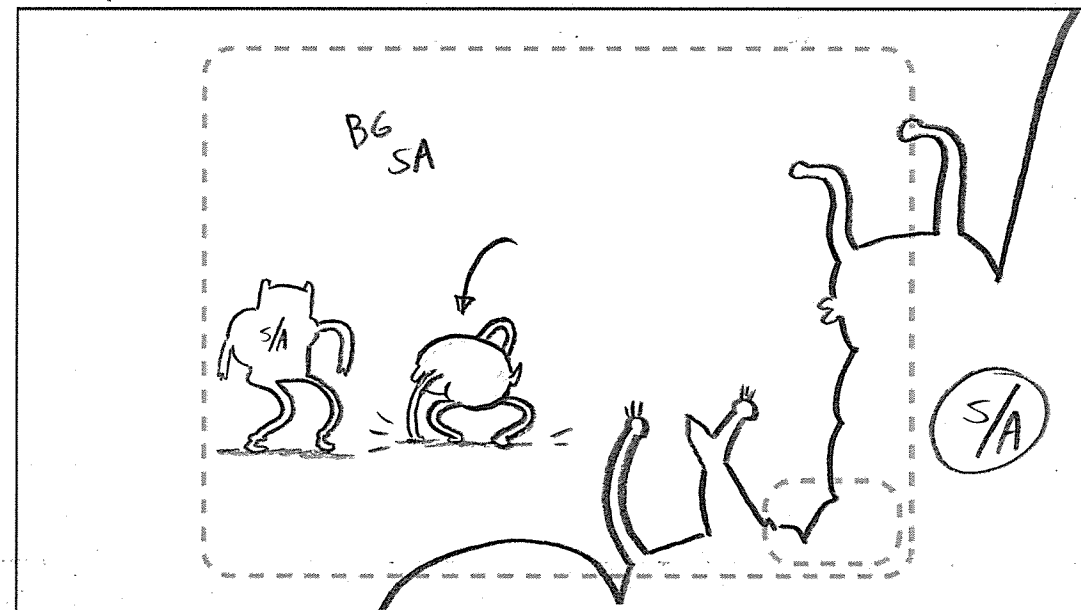


Sc. 190

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

100232

ADVENTURE TIME



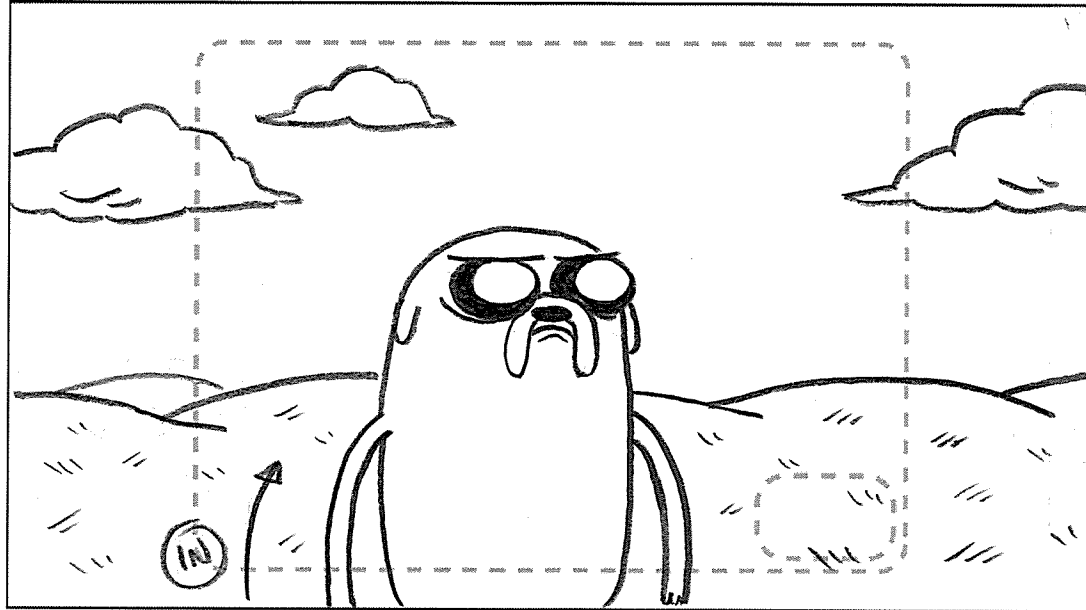
Page 205

Sc. 191

Pnl. A

Bg.

day night



Sc. 191

Pnl. B

Bg.

day night



Dialog:

SFX/ = EPIC MUSIC =

SFX/ = CHING! =

Action:

(LOOKS UP.)

Timing:

EPISODE #

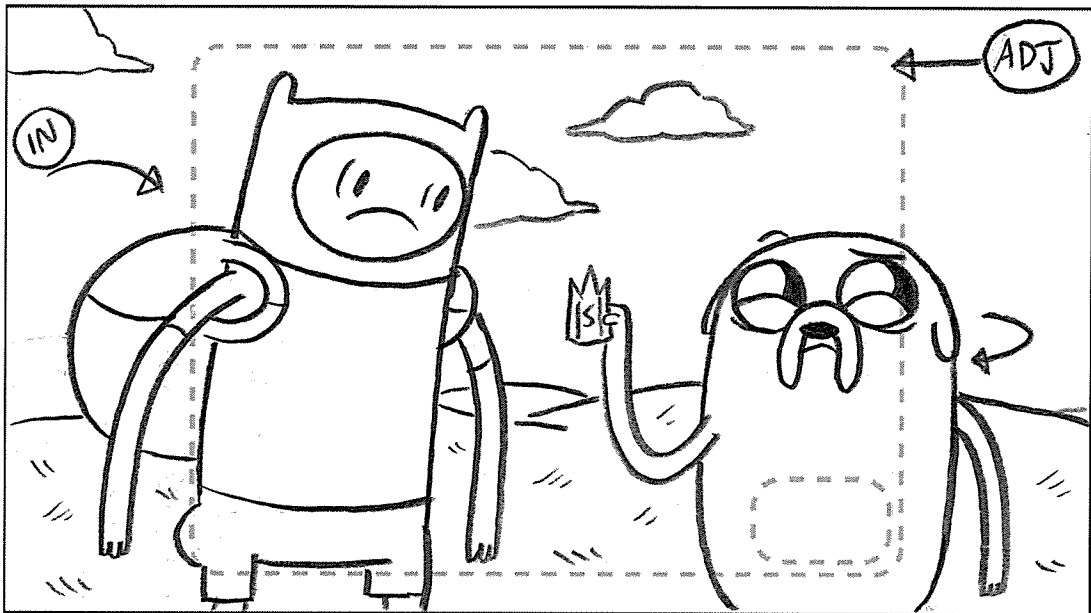
100232

Production :

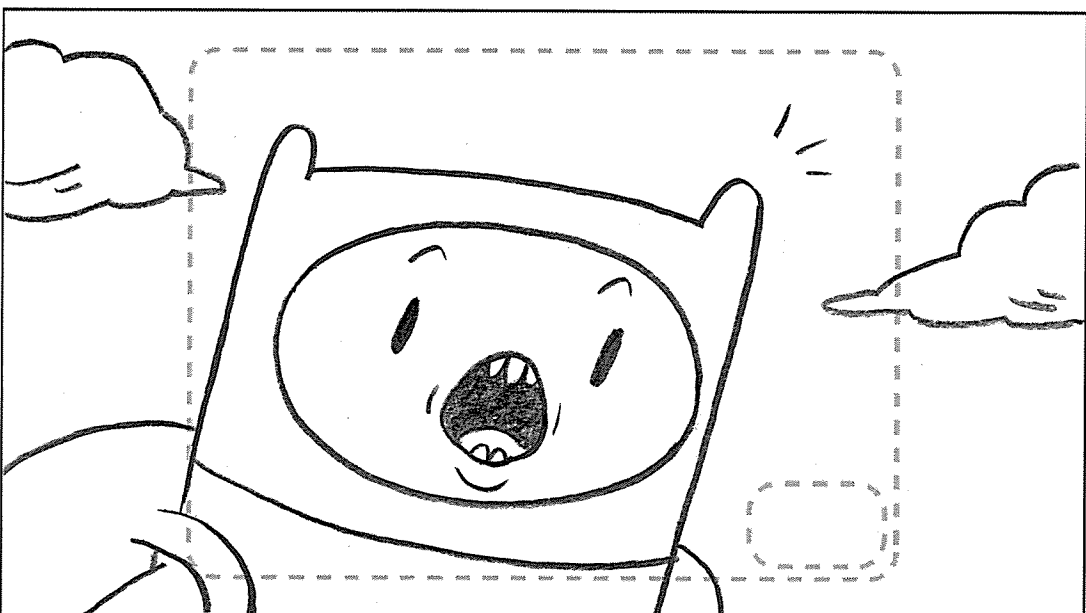
ADVENTURE TIME



Sc. 191 Pnl. C Bg. day night



Sc. 192 Pnl. A Bg. day night



Dialog:

FINN: (HORRIFIED GASP)

Action:

(J LOOKS AT FINN FOR APPROVAL.)

Timing:

EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



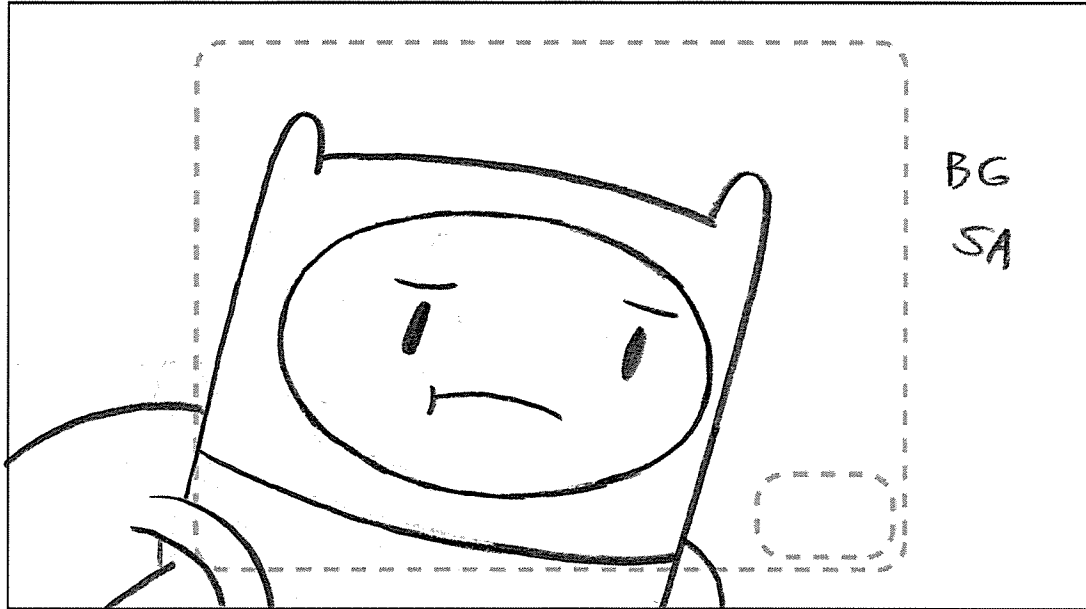
Page 207

Sc. 192

Pnl. B

Bg.

day night

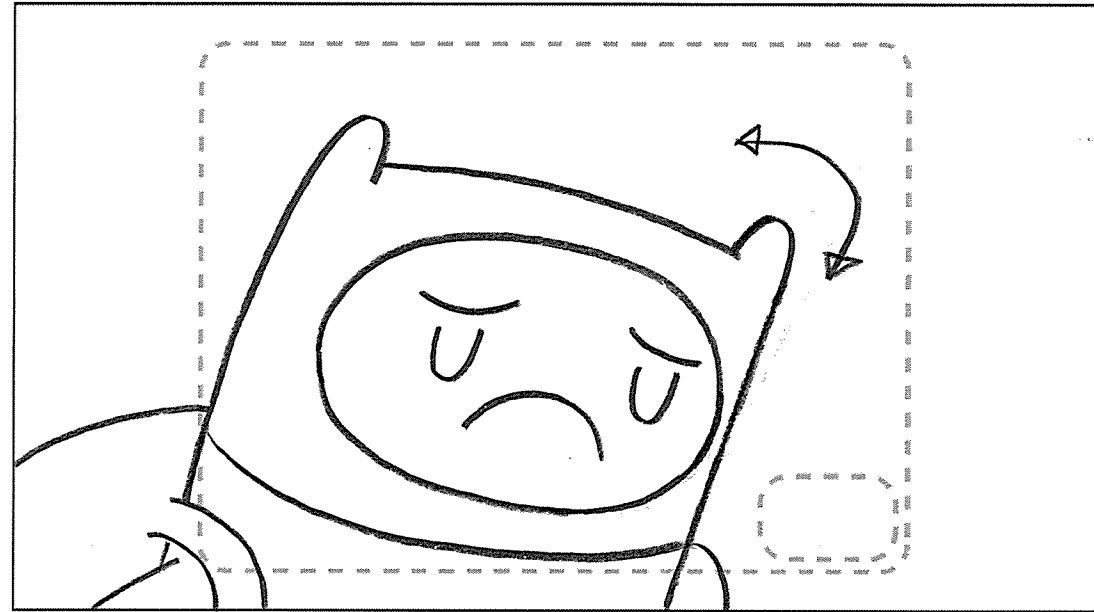


Sc. 192

Pnl. C

Bg.

day night



Dialog:

Action:

(FINN NODS IN APPROVAL.)

Timing:

EPISODE #

100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

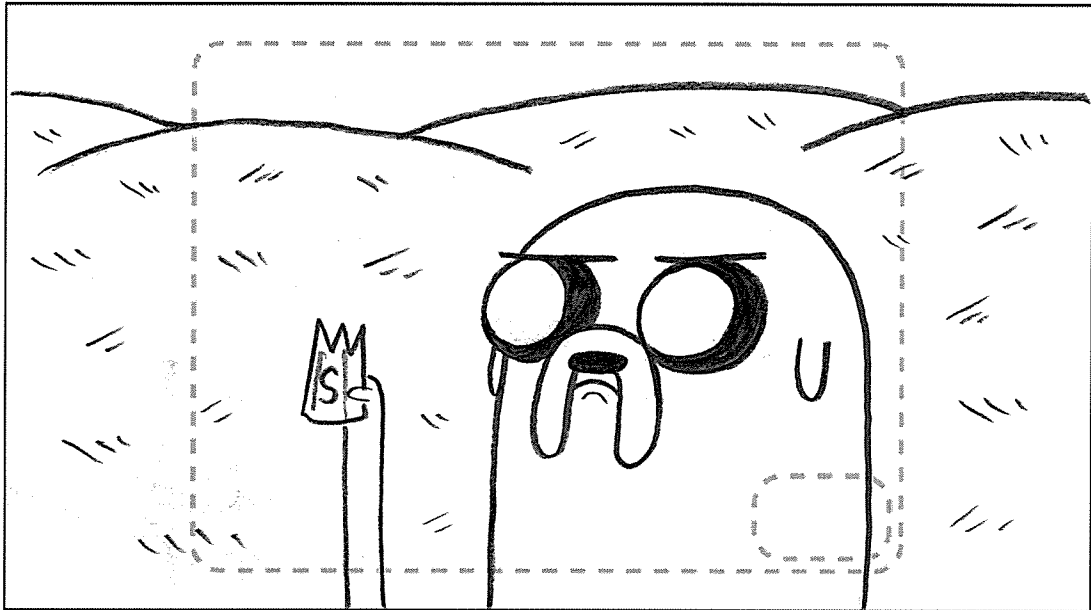


Sc. 193

Pnl. A

Bg.

day night

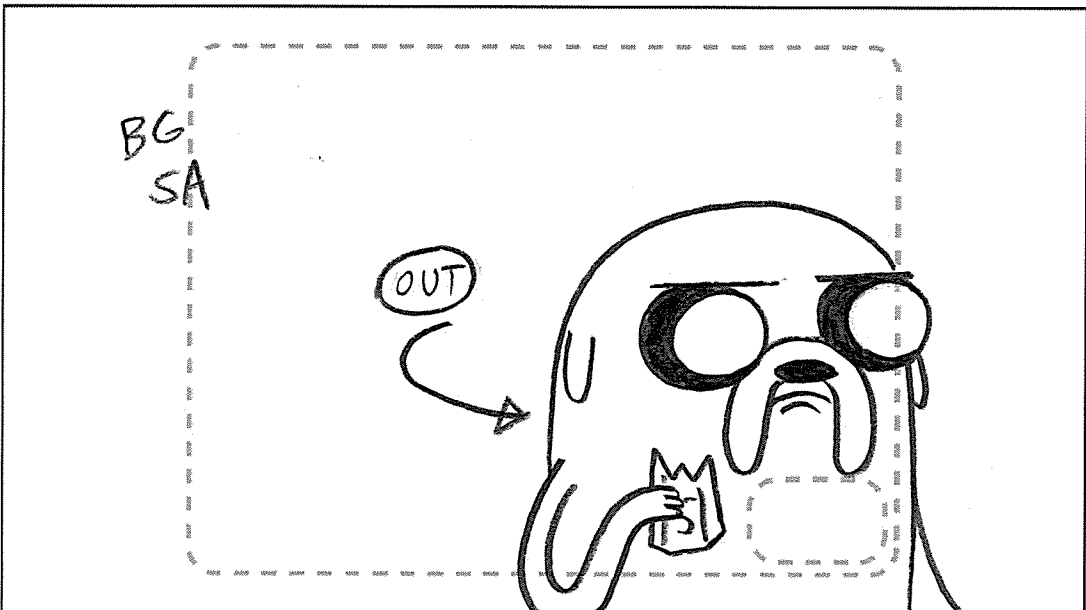


Sc. 193

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 194

Pnl. A

Bg.

day night

Sc. 194

Pnl. B

Bg.

day night

Dialog:	S/ BEATBOXING
Action:	
Timing:	

100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

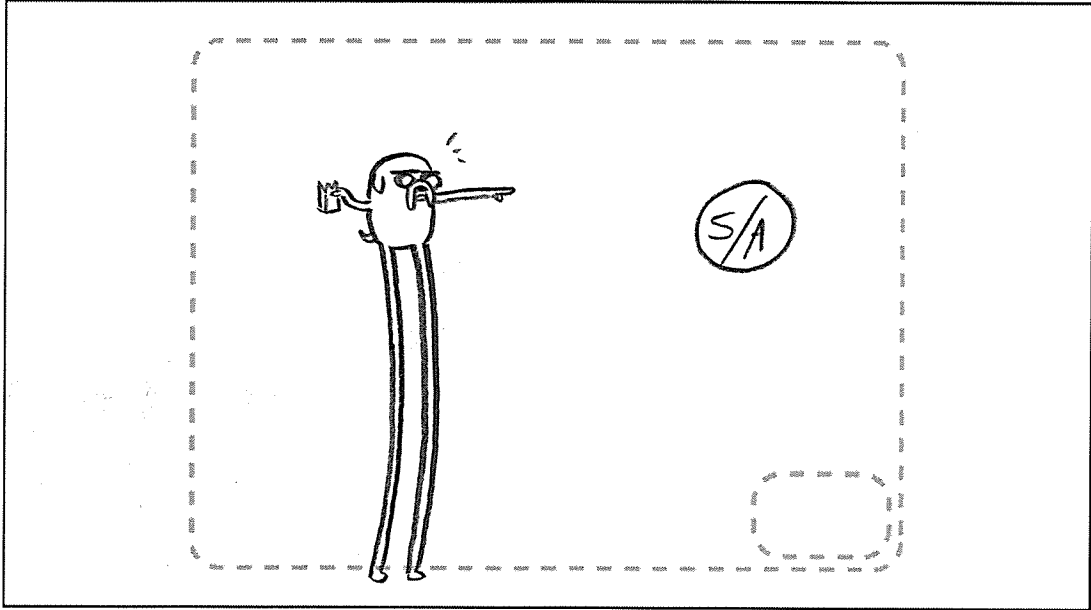


Sc. 194

Pnl. C

Bg.

day night

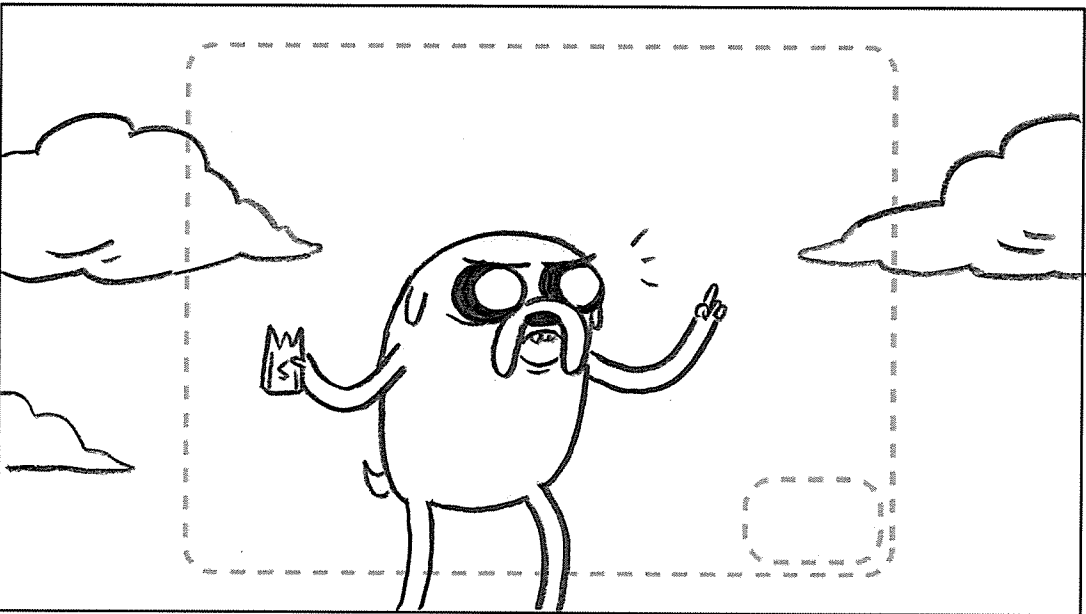


Sc. 195

Pnl. A

Bg.

day night



Dialog:

J/ SNORLOCK!

J/ I'M GONNA GIVE YOU TIL THE
COUNT OF THREE, MISTER!

Action:

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



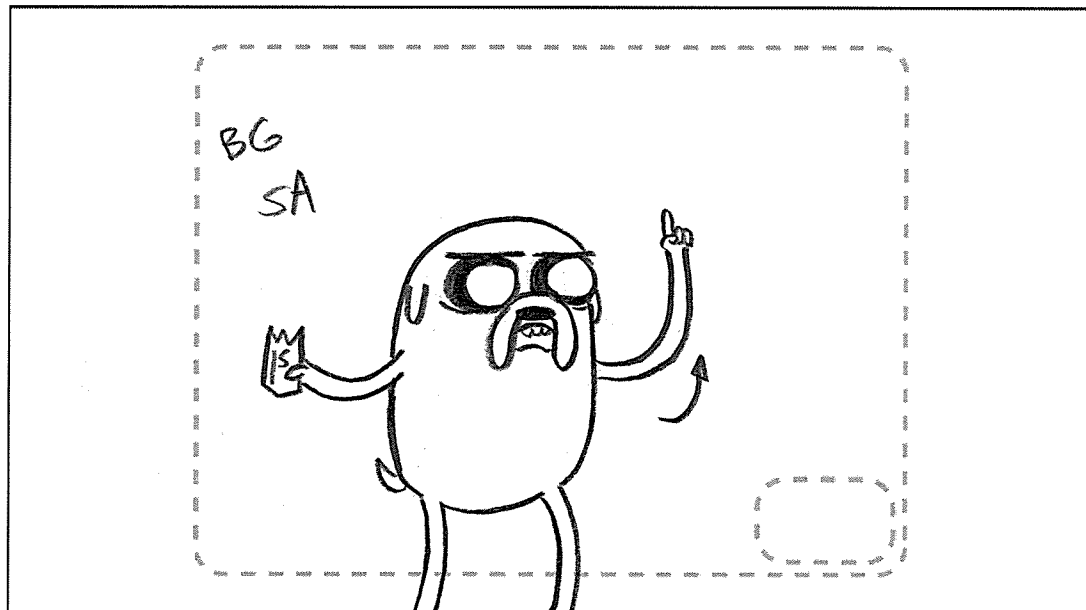
Page 211

Sc. 195

Pnl. B

Bg.

day night

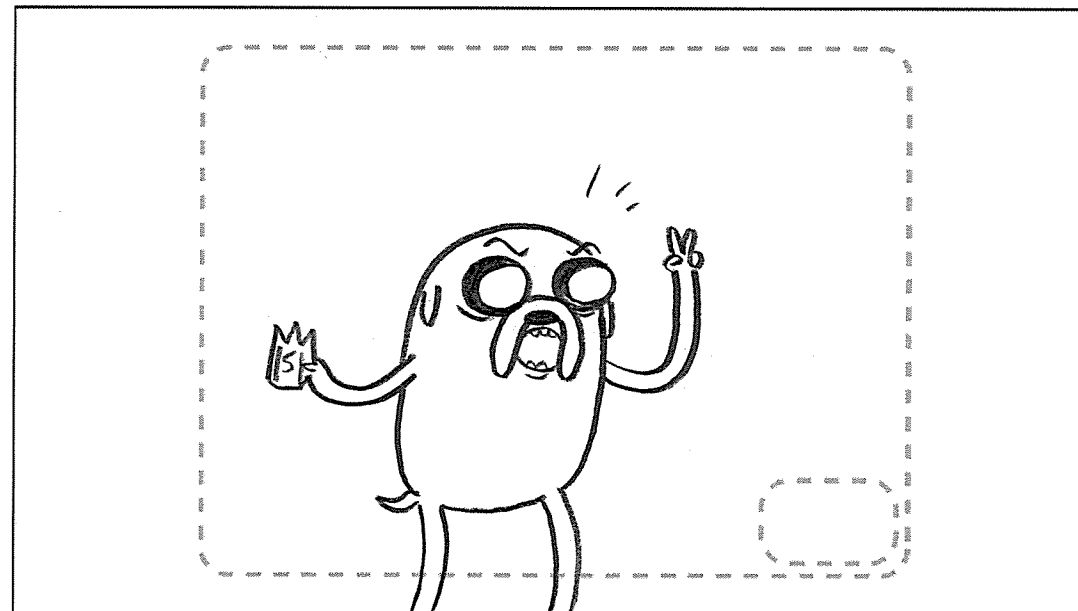


Sc. 195

Pnl. C

Bg.

day night



Dialog:

J/ ONE...

J/ TWO...

Action:

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



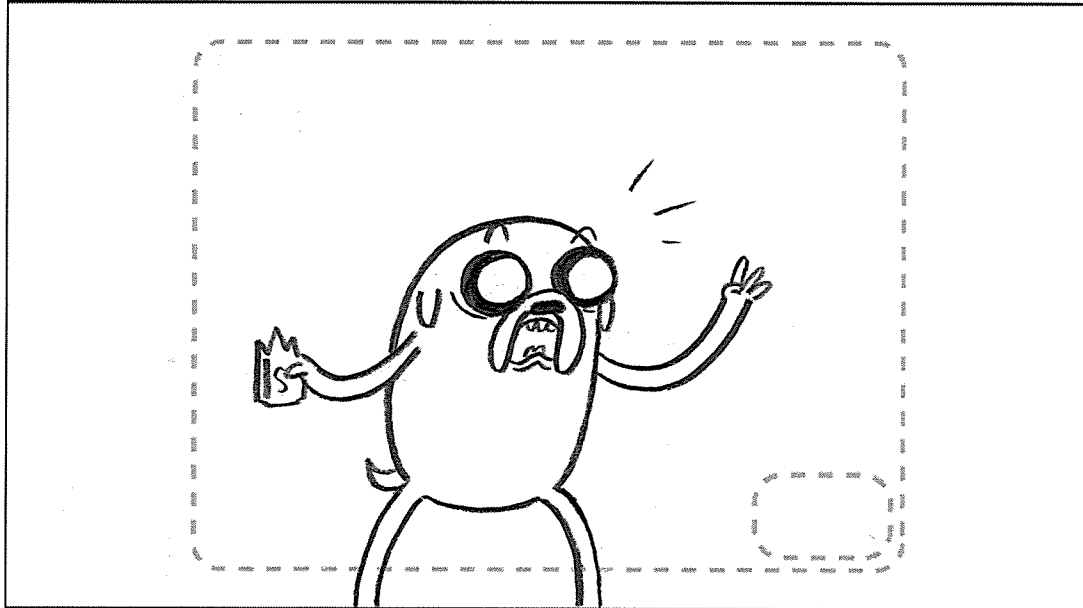
Page 212

Sc. 195

Pnl. D

Bg.

day night

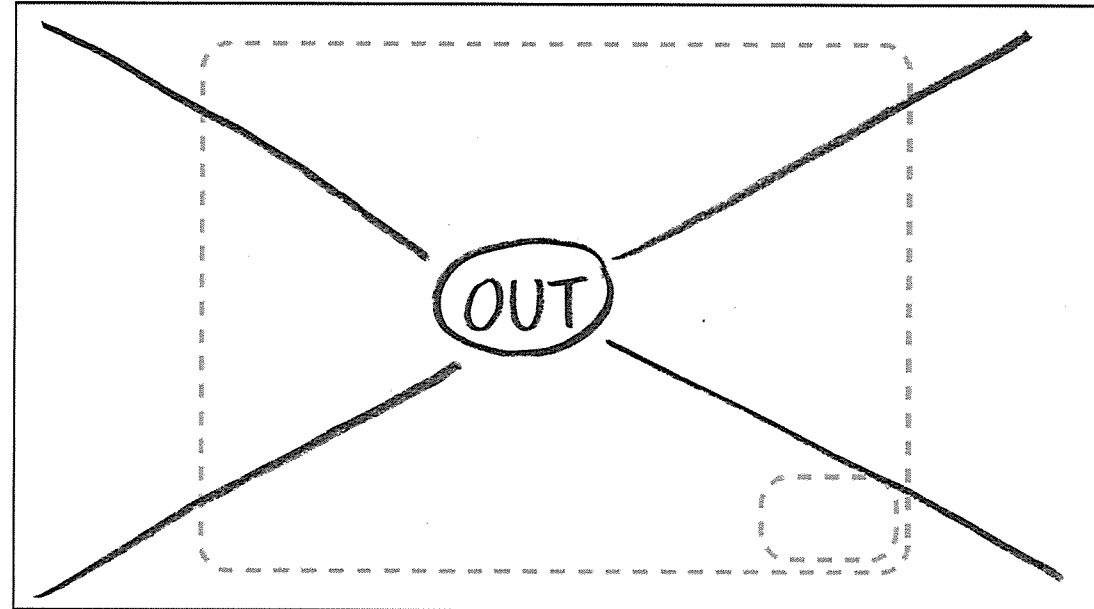


Sc.

Pnl.

Bg.

day night



Dialog:

J/ THREE!

Action:

Timing:

EPISODE #

100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



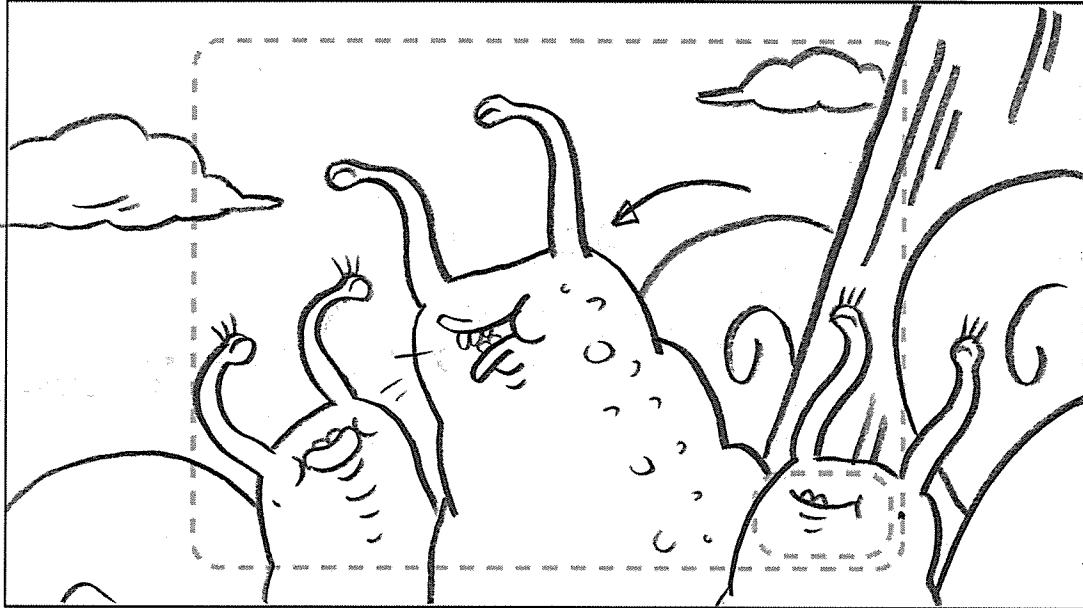
Page 213

Sc. 196

Pnl. A

Bg.

day night

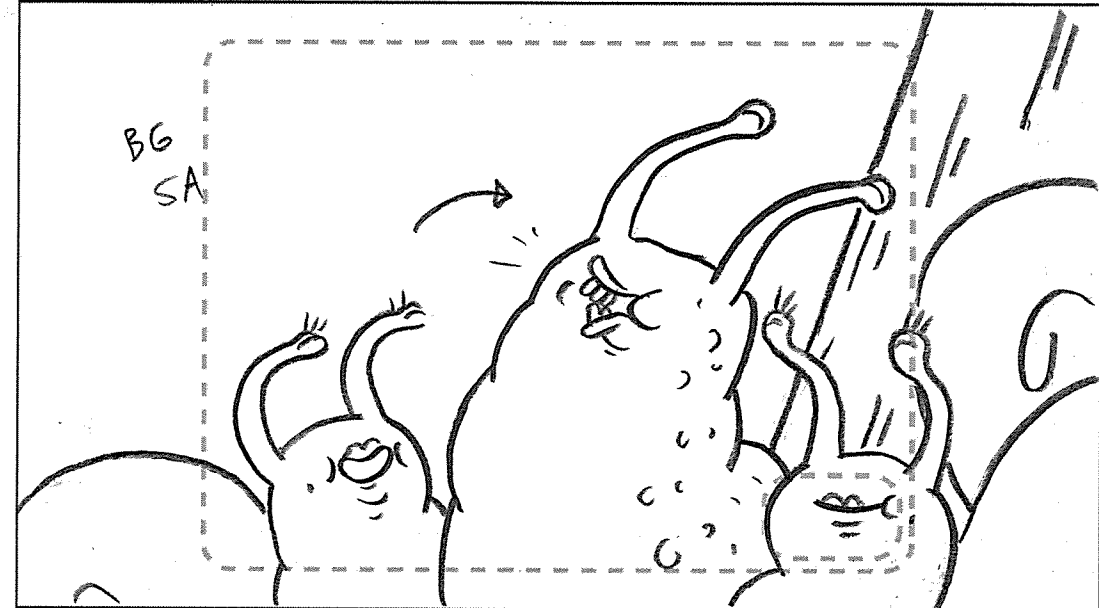


Sc. 196

Pnl. B

Bg.

day night



Dialog:

S/ = BEATBOXING

CYCLE

Action:

Timing:

EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

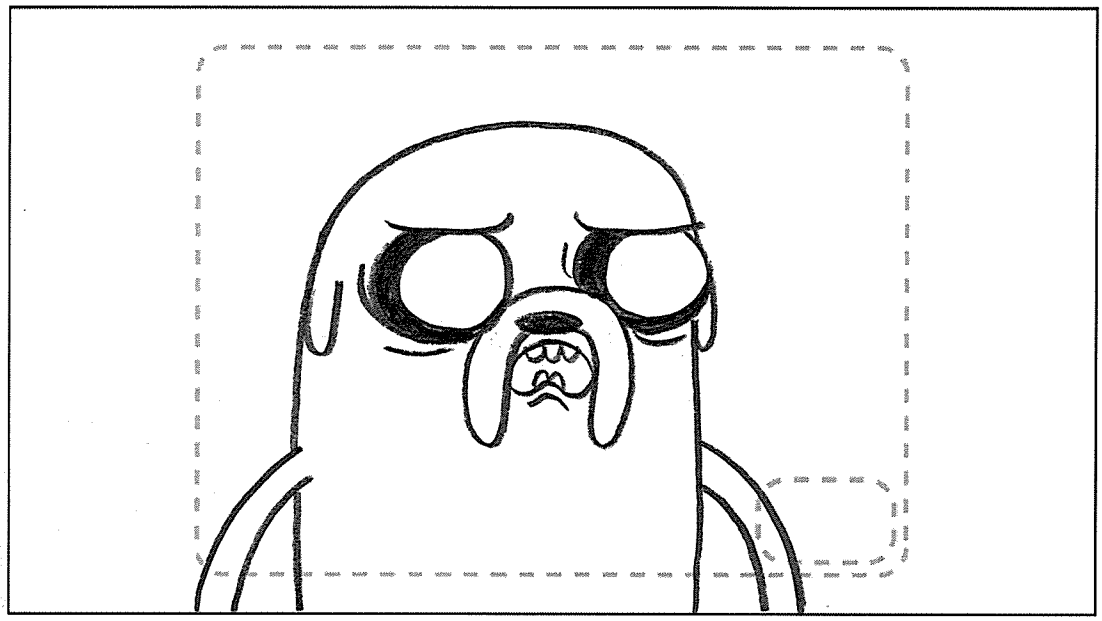


Sc. 197

Pnl. A

Bg.

day night

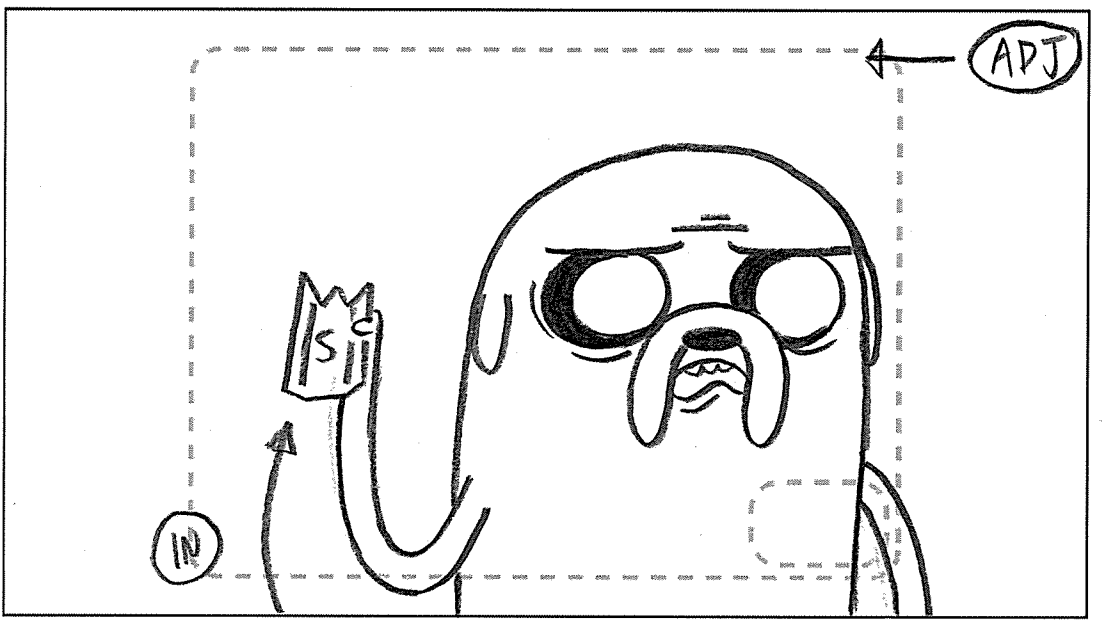


Sc. 197

Pnl. B

Bg.

day night



Dialog:	J/ FINE.	J/ I DIDN'T WANT TO HAVE TO DO THIS...
Action:		(RAISES SALT)
Timing:		

EPISODE # 100232
Production :

ADVENTURE TIME



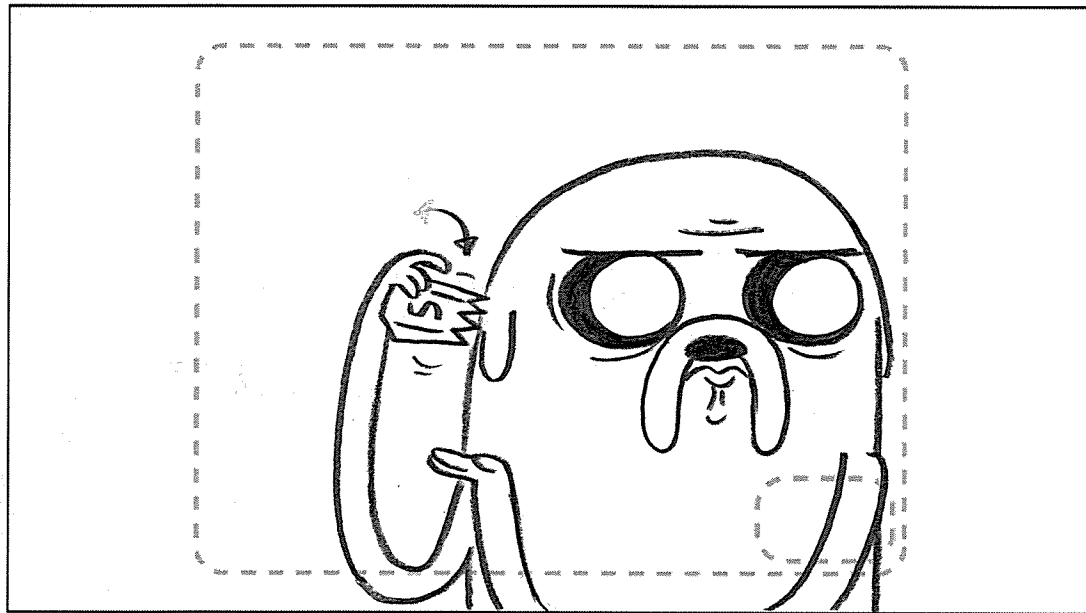
Page 215

Sc. 197

Pnl. C

Bg.

day night

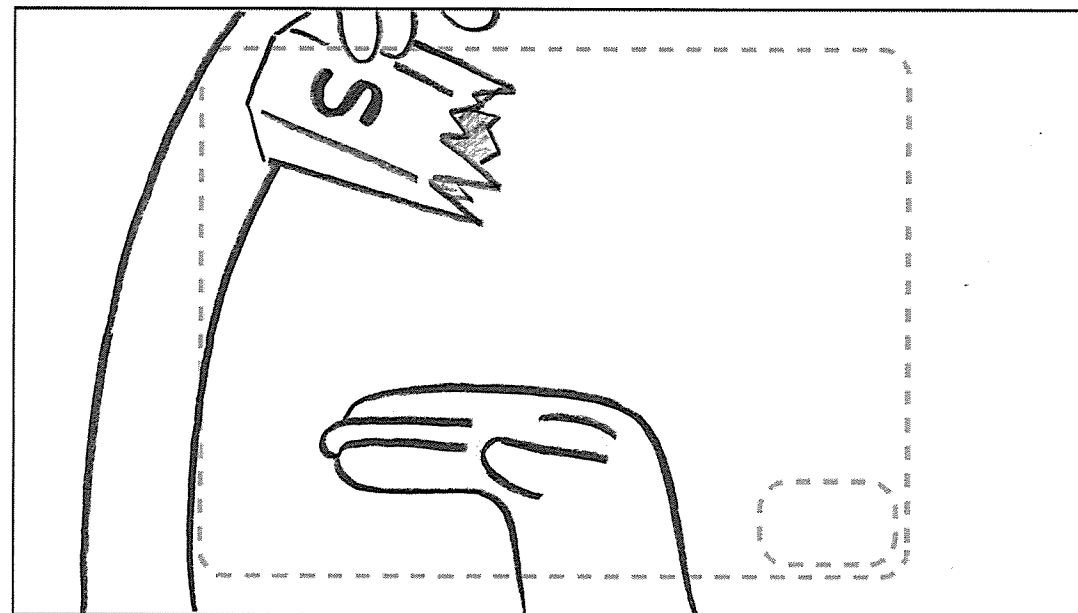


Sc. 198

Pnl. A

Bg.

day night



Dialog:

(A) (B) CYCLE

TAP TAP'S

Action:

(FINGER LIGHTLY PINCHES
SALT SHAKER.)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



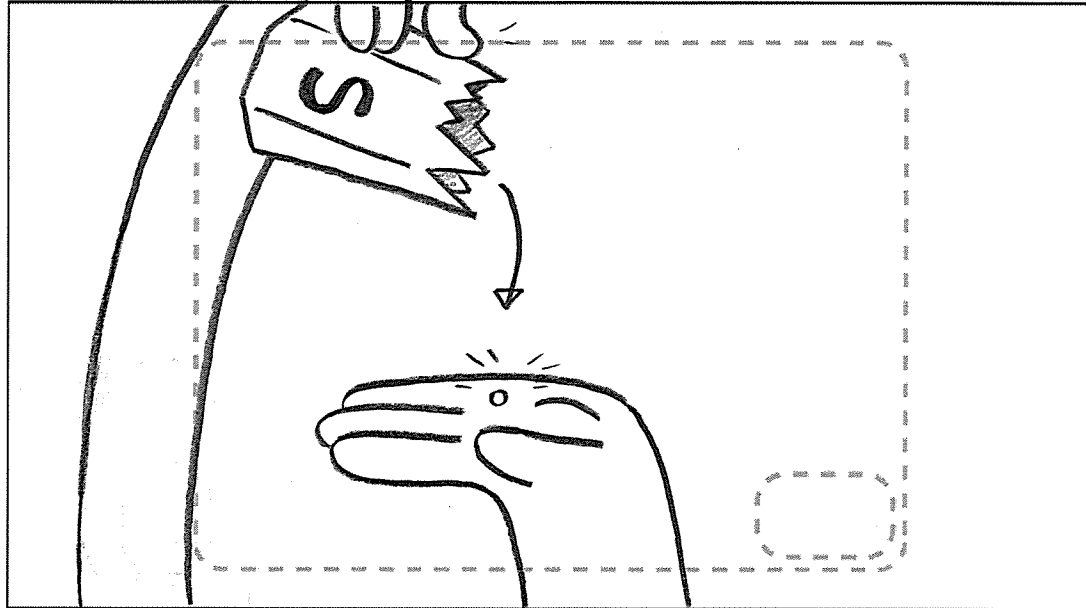
Page 216

Sc. 198

Pnl. B

Bg.

day night

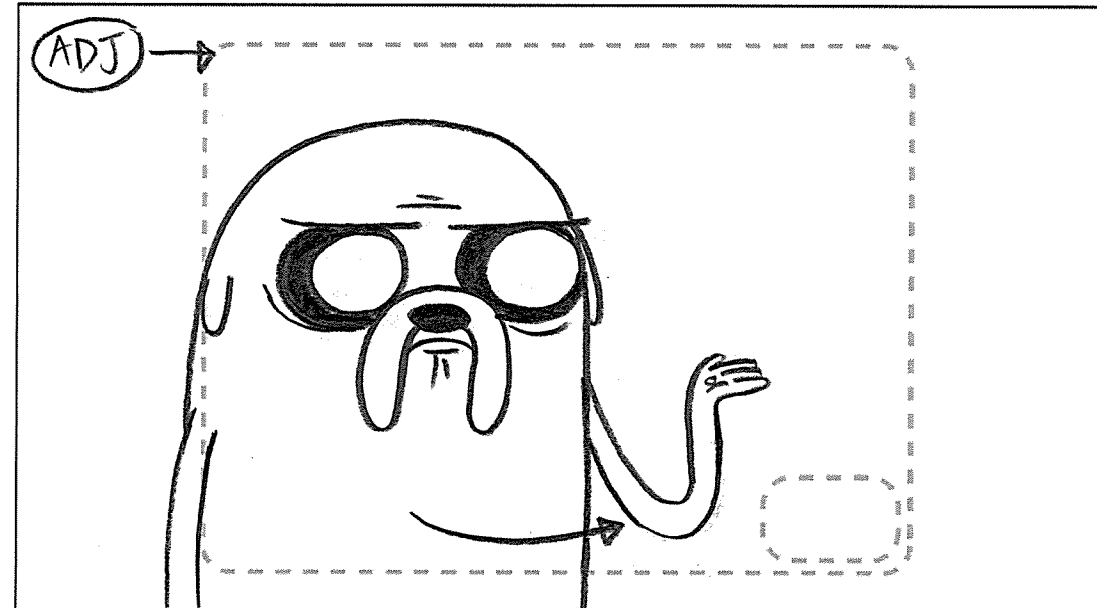


Sc. 199

Pnl. A

Bg.

day night



Dialog:

SFX/ TINK!:

Action:

(A SINGLE GRAIN OF SALT PLOPS
ONTO JAKE'S PALM.)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



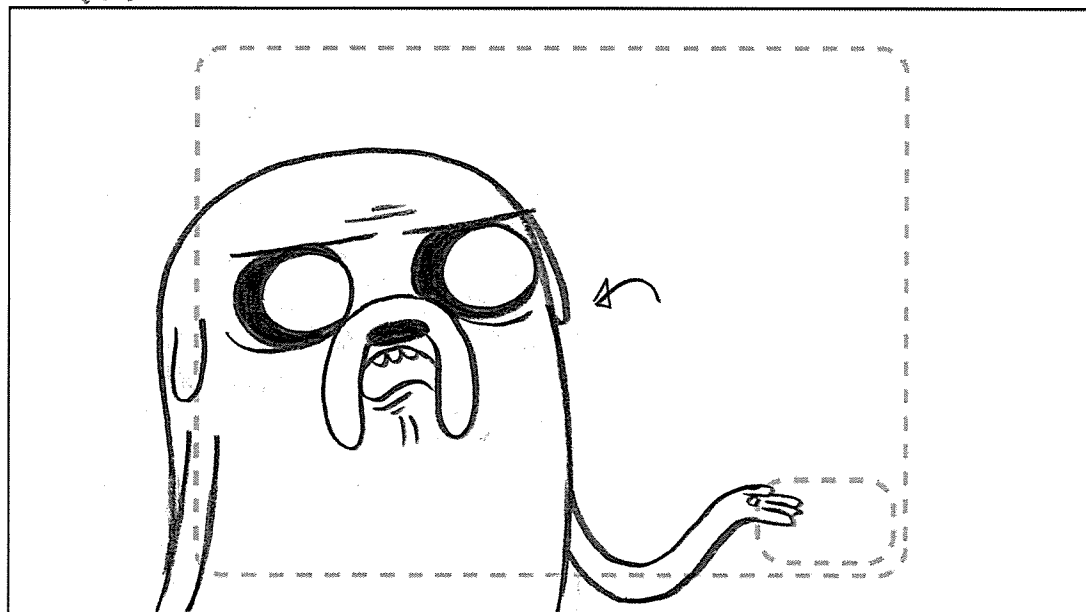
Page 217

Sc. 199

Pnl. B

Bg.

day night

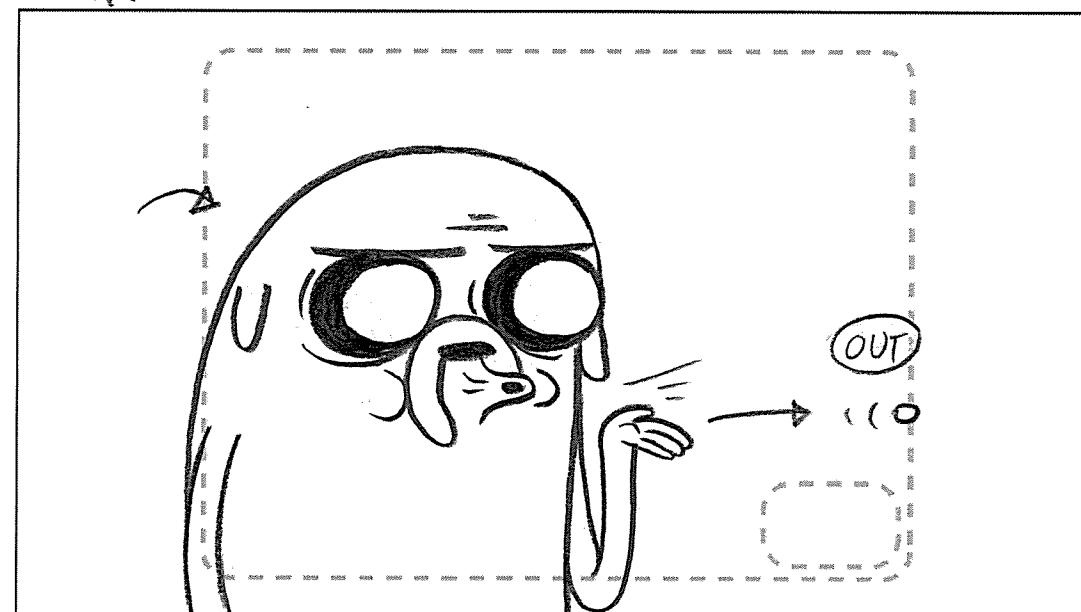


Sc. 199

Pnl. C

Bg.

day night



Dialog:

J/ ≡ INHALE! ≡

J/ ≡ BLOW! ≡

Action:

(BLOWS GRAIN OF SALT AT
SNORLOCK.)

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



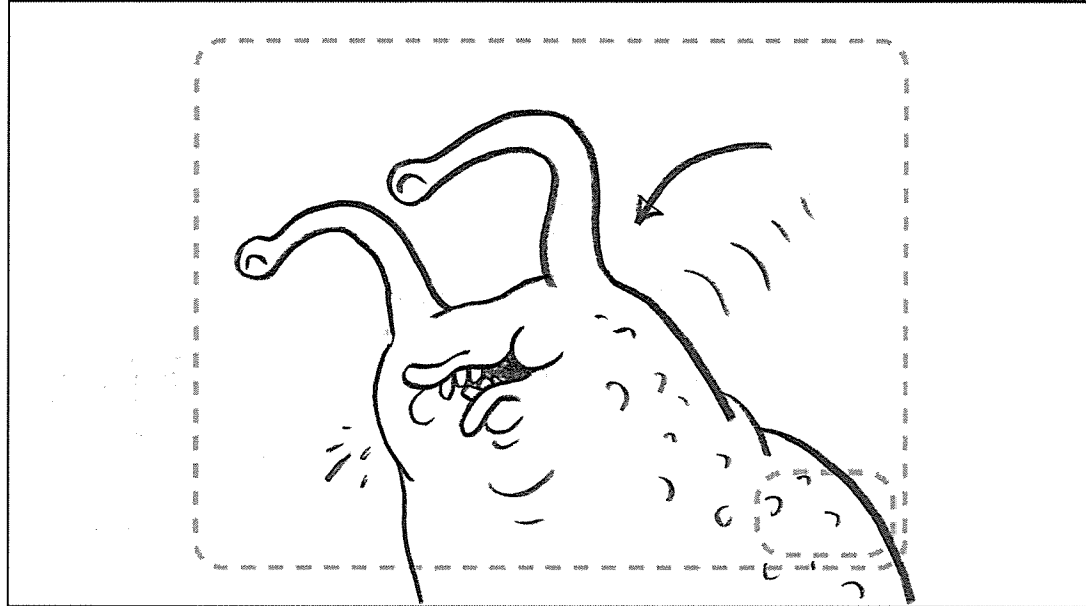
Page 218

Sc. 200

Pnl. A

Bg.

day night

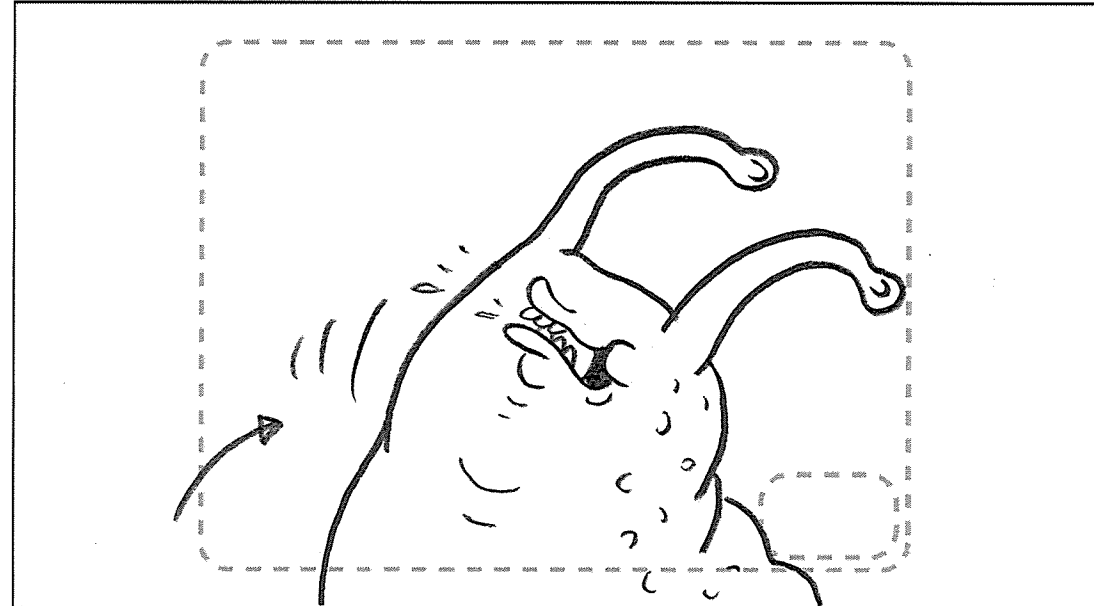


Sc. 200

Pnl. B

Bg.

day night



Dialog:

Action:

(SNORLOCK BEATBOXING IN SLOW-MOTION.)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



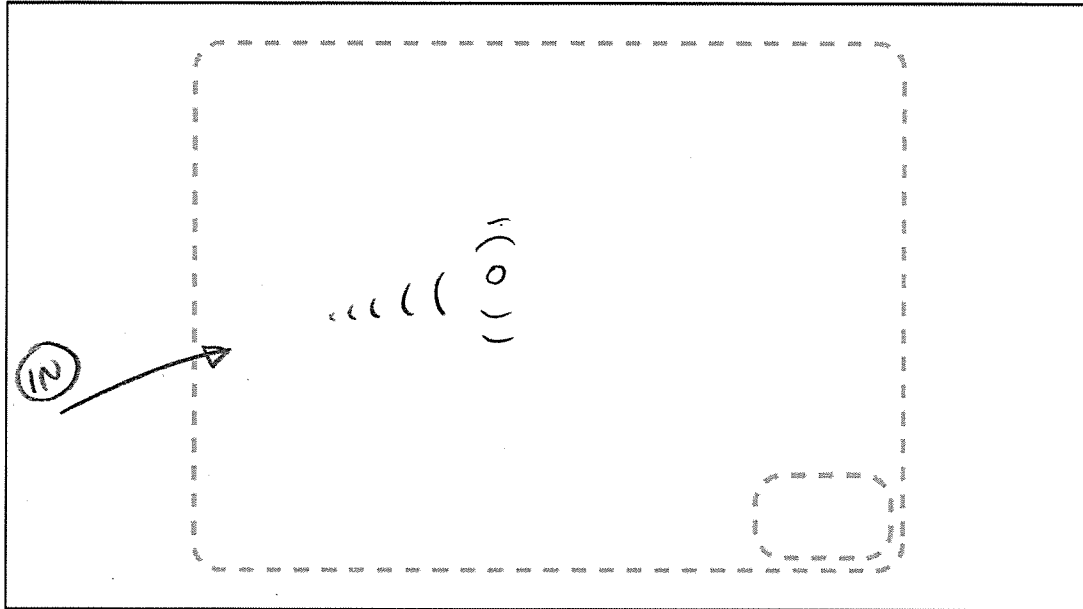
Page 219

Sc. 201

Pnl. A

Bg.

day night

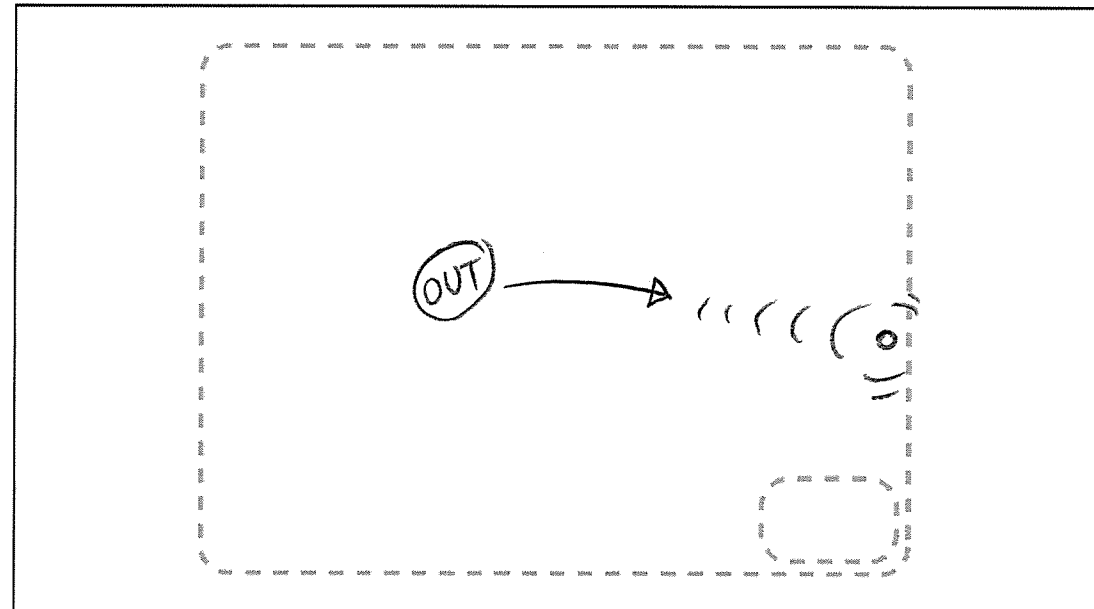


Sc. 201

Pnl. B

Bg.

day night



Dialog:

Action:

(SALT GRAIN FLIES IN SLOW-MOTION.)

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME

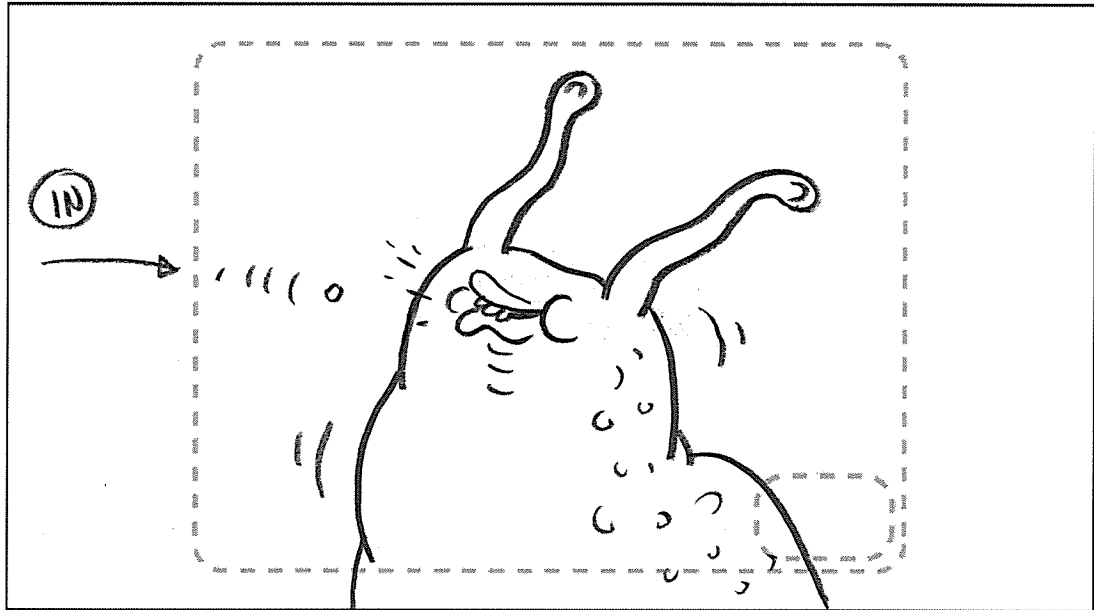


Sc. 202

Pnl. A

Bg.

day night

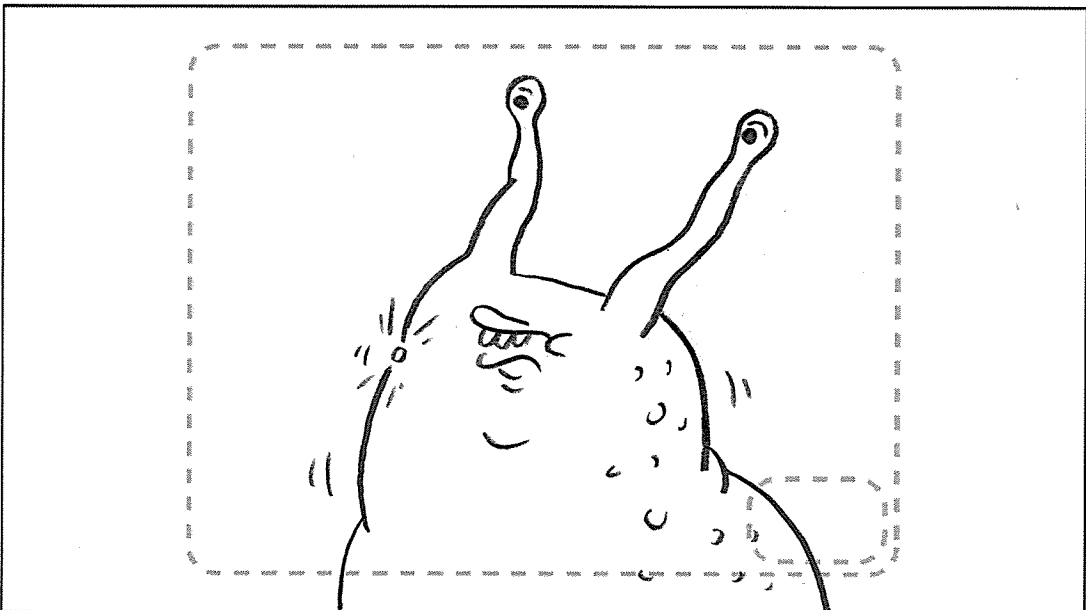


Sc. 202

Pnl. B

Bg.

day night



Dialog:

Action:

(SALT GRAIN LANDS ON SNORLOCK'S
FACE IN SLOW-MOTION.)

Timing:

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

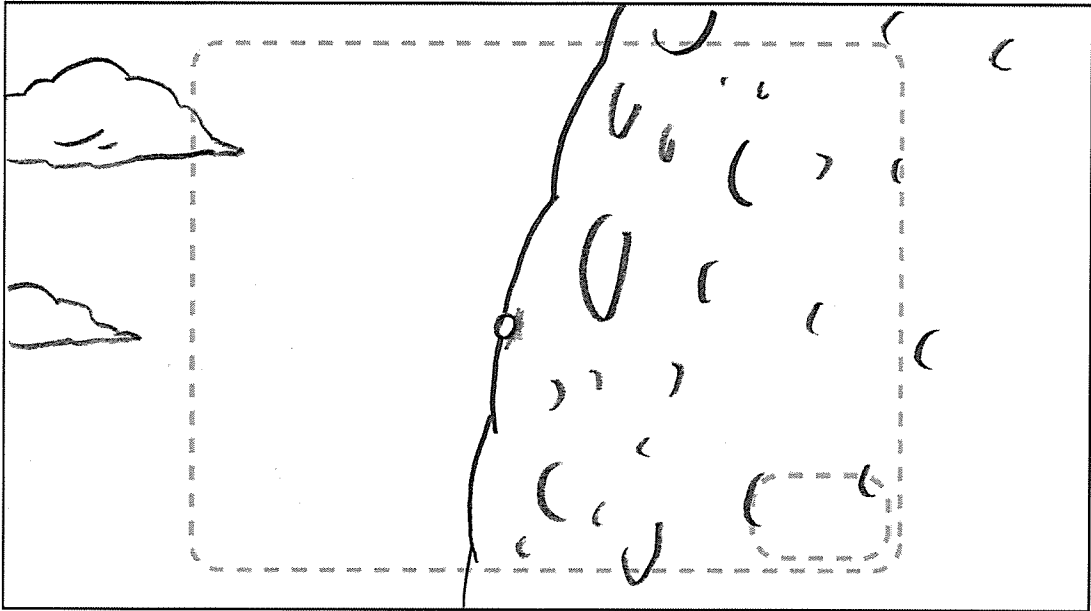


Sc. 203

Pnl. A

Bg.

day night

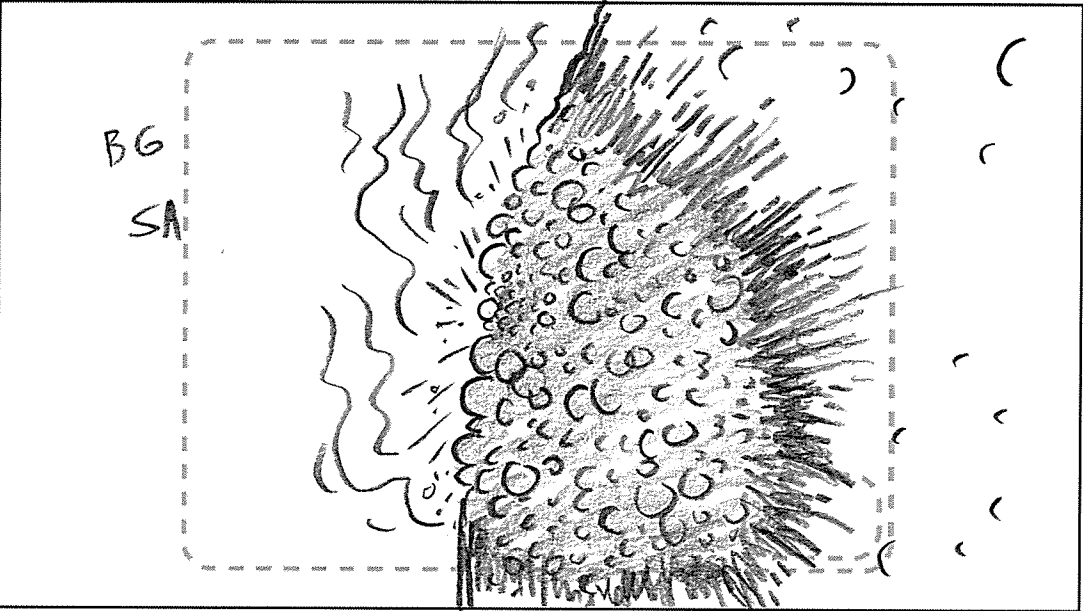


Sc. 203

Pnl. B

Bg.

day night



Dialog:

(BEAT)

SFX/ SIZZLE

Action:

(SALT GRAIN SCALDS SNORLOCK'S
FACE. NOTE: NO LONGER
SLO-MO.)

Timing:

EPISODE #

100232

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 204

Pnl. A

Bg.

day night

Sc. 205

Pnl. A

Bg.

day night

Dialog:	S/ = SCREAMING! =
Action:	
Timing:	

100232

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



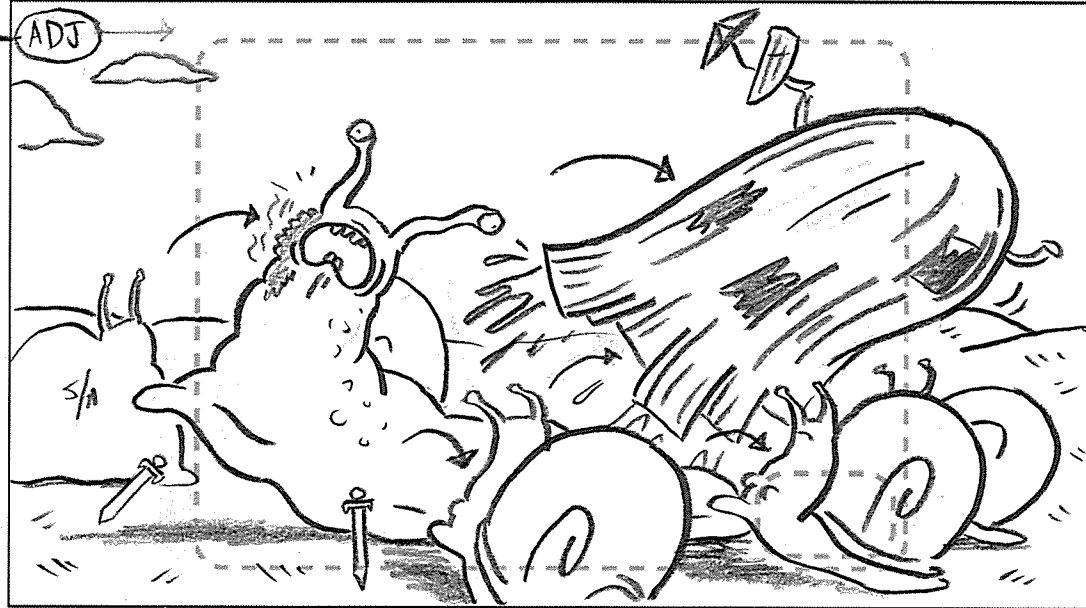
Page 223

Sc. 205

Pnl. B

Bg.

day night

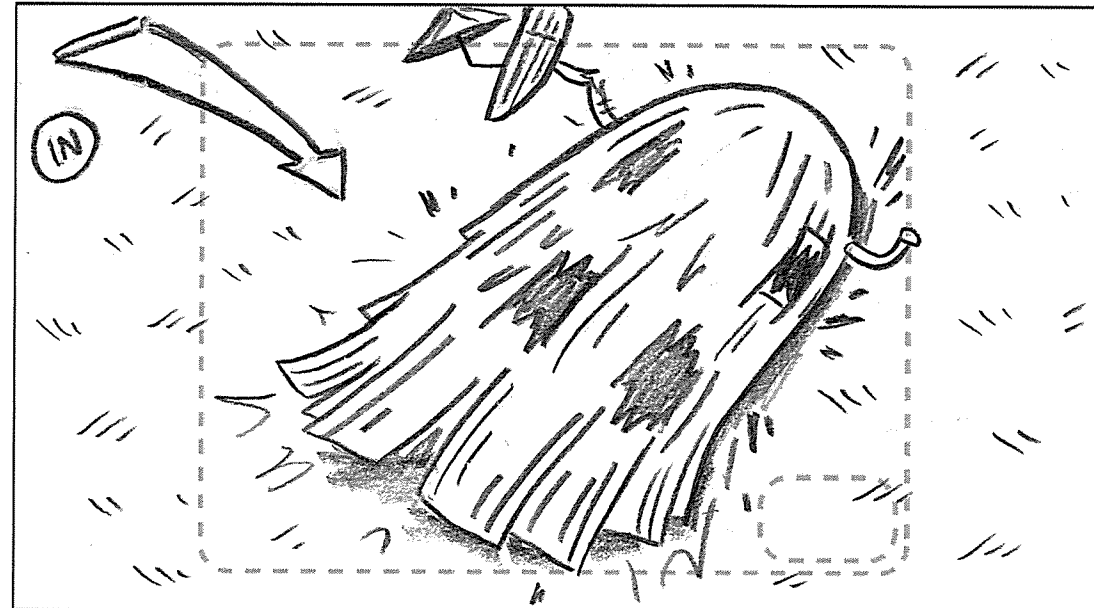


Sc. 206

Pnl. A

Bg.

day night



Dialog:

SFX/ = CRASH! =

Action:

(SNORLOCK REARS BACK AND THE
TREEHOUSE AND SNAILS FALL OFF HIM.)

(TREEHOUSE LANDS)

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



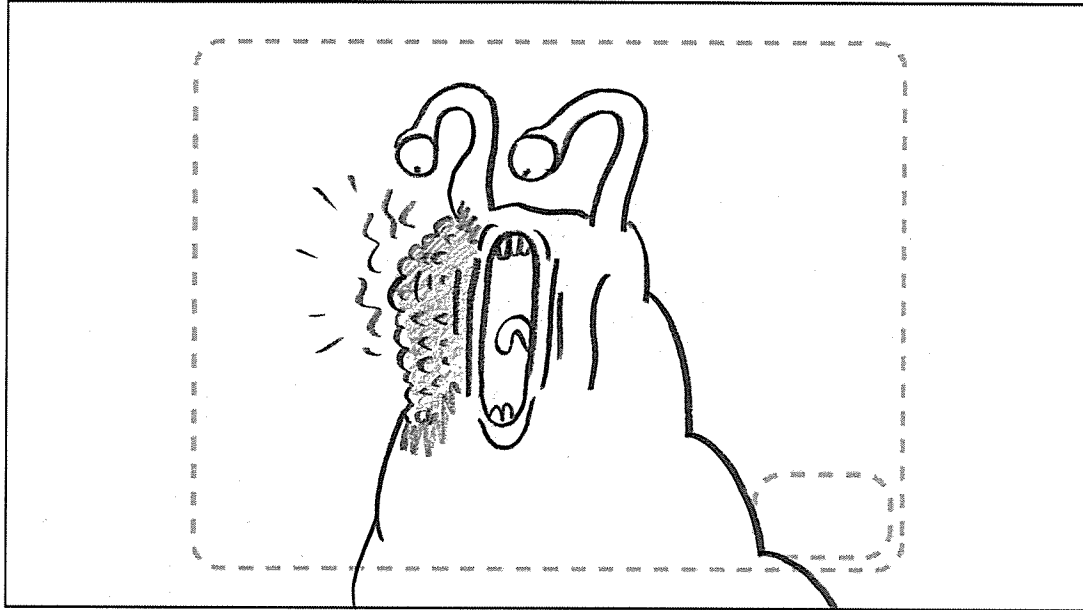
Page 224

Sc. 207

Pnl. A

Bg.

day night

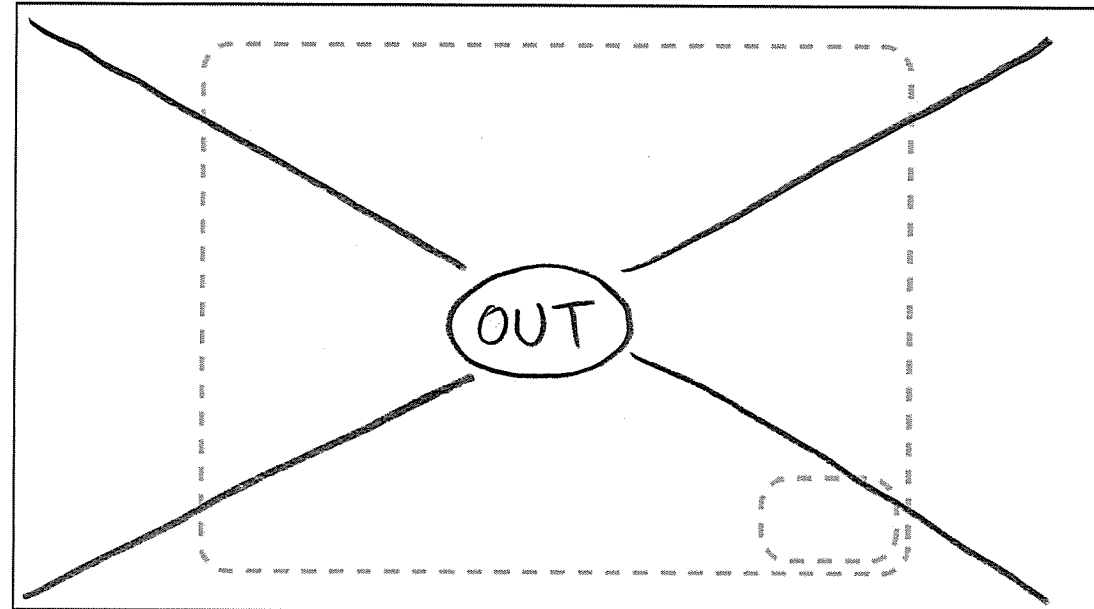


Sc.

Pnl.

Bg.

day night



Dialog:

S/ = SCREAMING =

Action:

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME

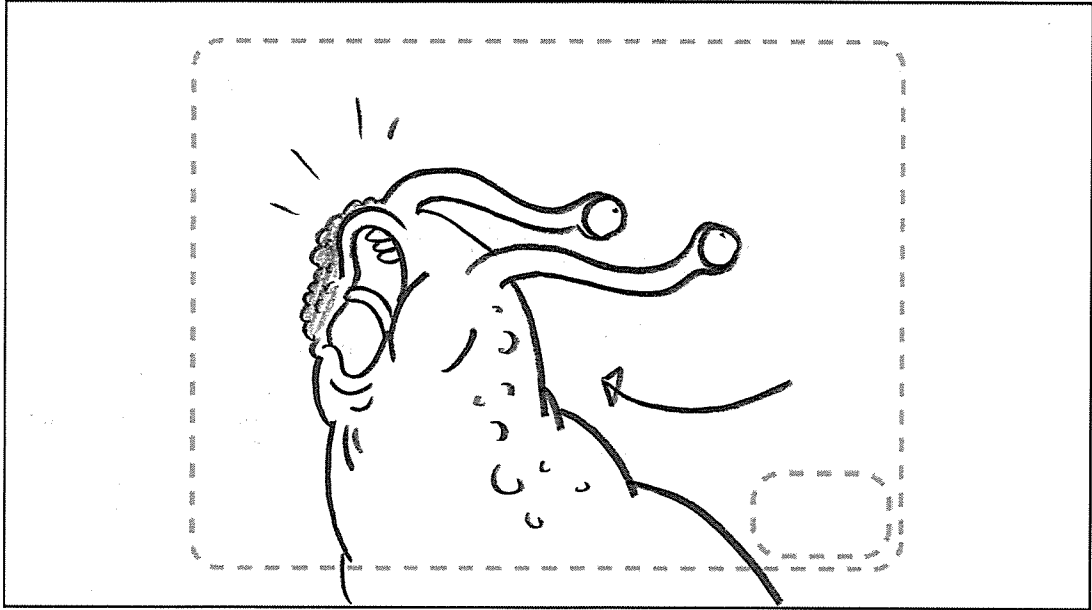


Sc. 207

Pnl. B

Bg.

day night

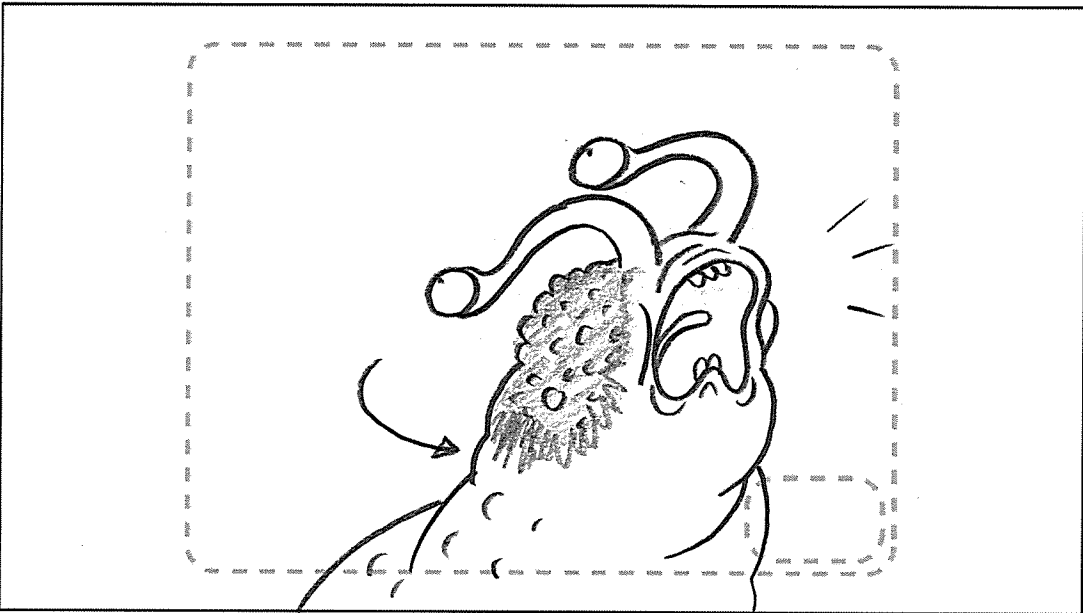


Sc. 207

Pnl. C

Bg.

day night



Dialog:

CYCLE

Action:

(SHAKES HEAD AROUND IN PAIN.)

Timing:

EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

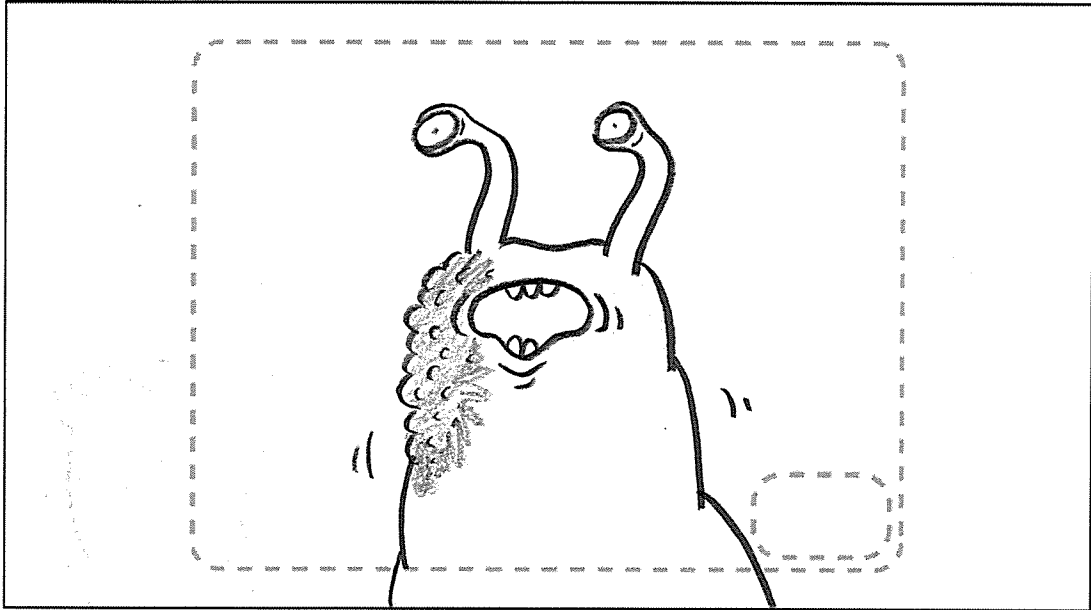


Sc. 207

Pnl. D

Bg.

day night

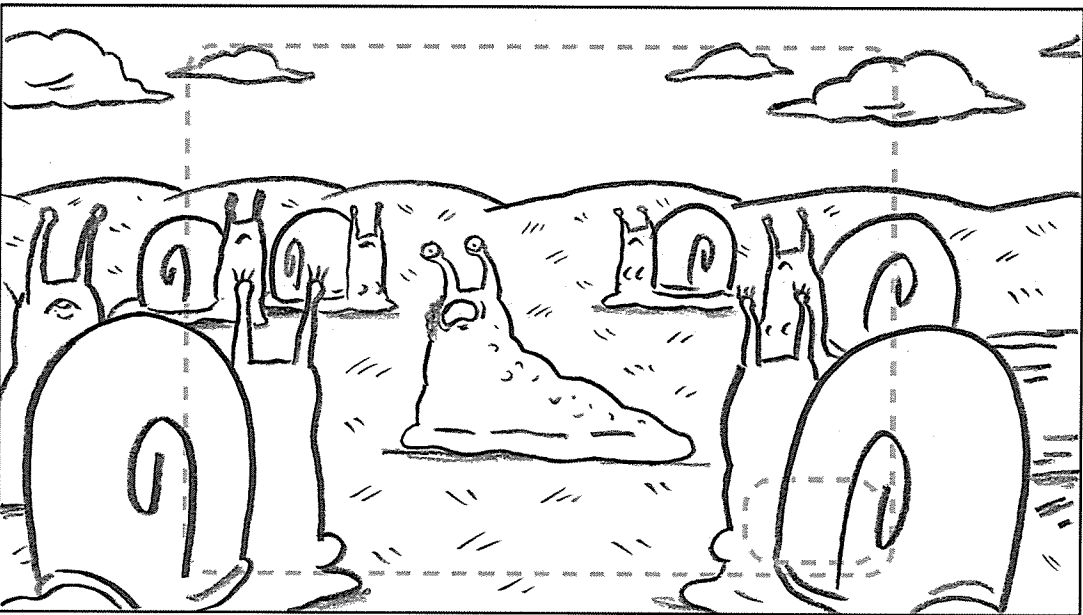


Sc. 208

Pnl. A

Bg.

day night



Dialog:

(BEAT)

Action:

(STOPS SCREAMING.)

Timing:

EPISODE #

100232

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



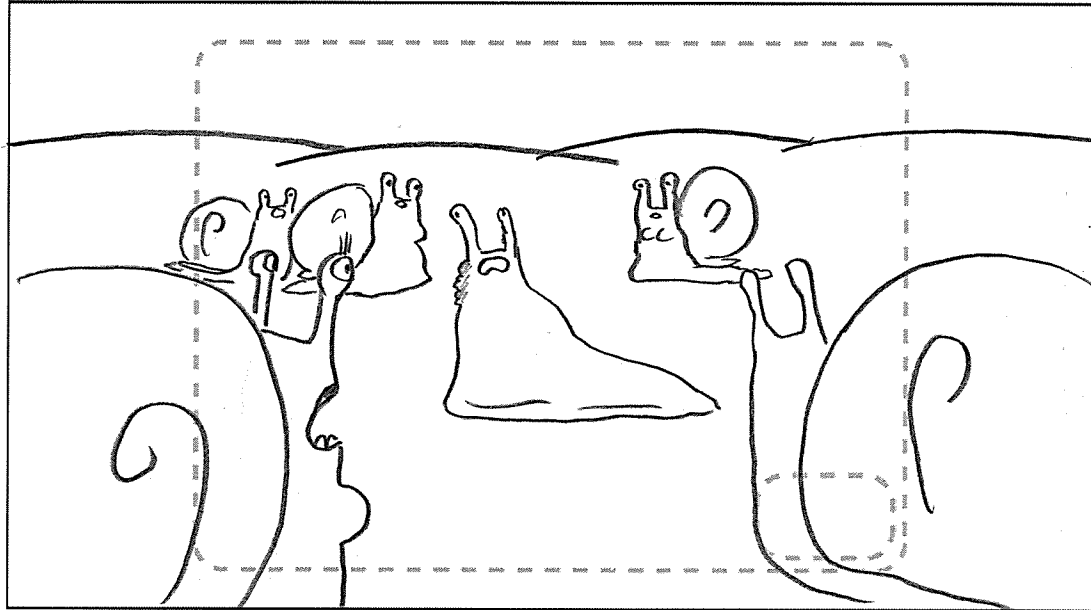
Page 227

Sc. 208

Pnl. B

Bg.

day night

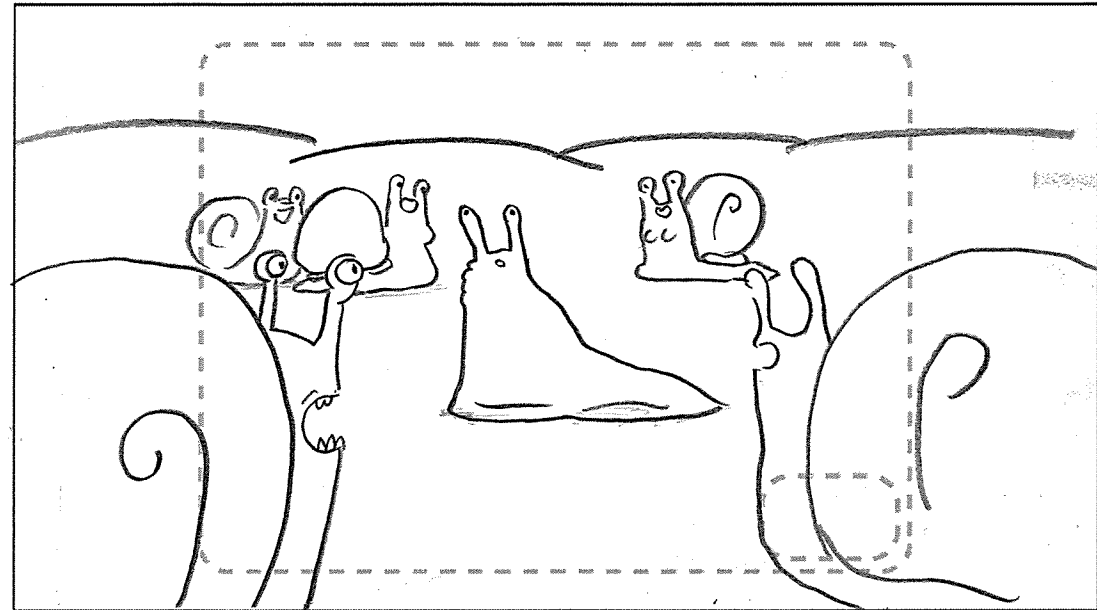


Sc. 208

Pnl. C

Bg.

day night



Dialog:

GS#4- OH MY GOSH!
HE'S NAKED!

(ALL GIRLS LAUGH AT HIM)

Action:

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



Page 228

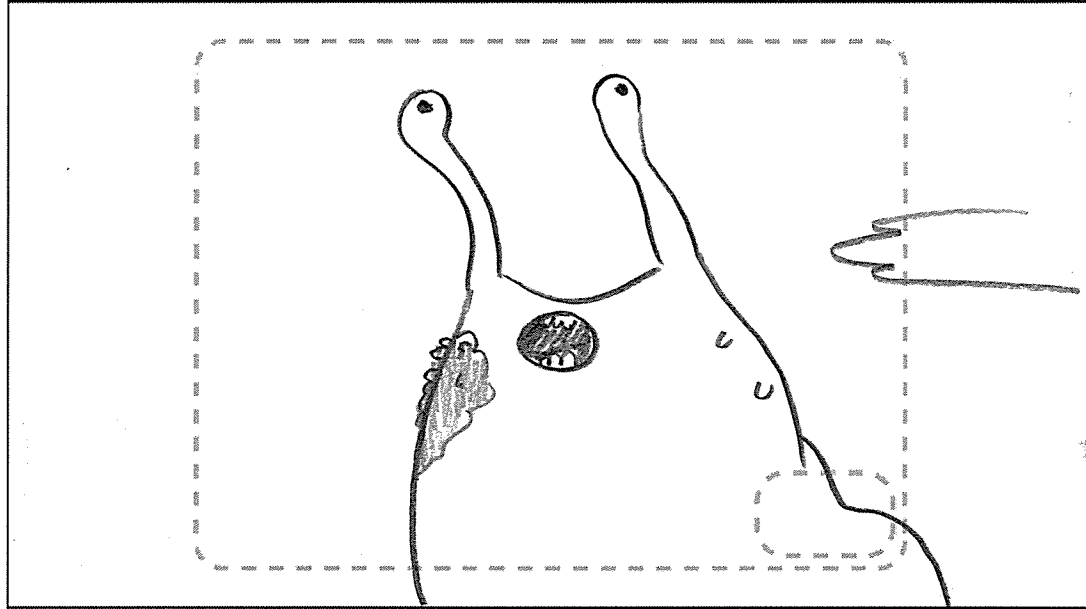
Sc. 209

Pnl.

A

Bg.

day night



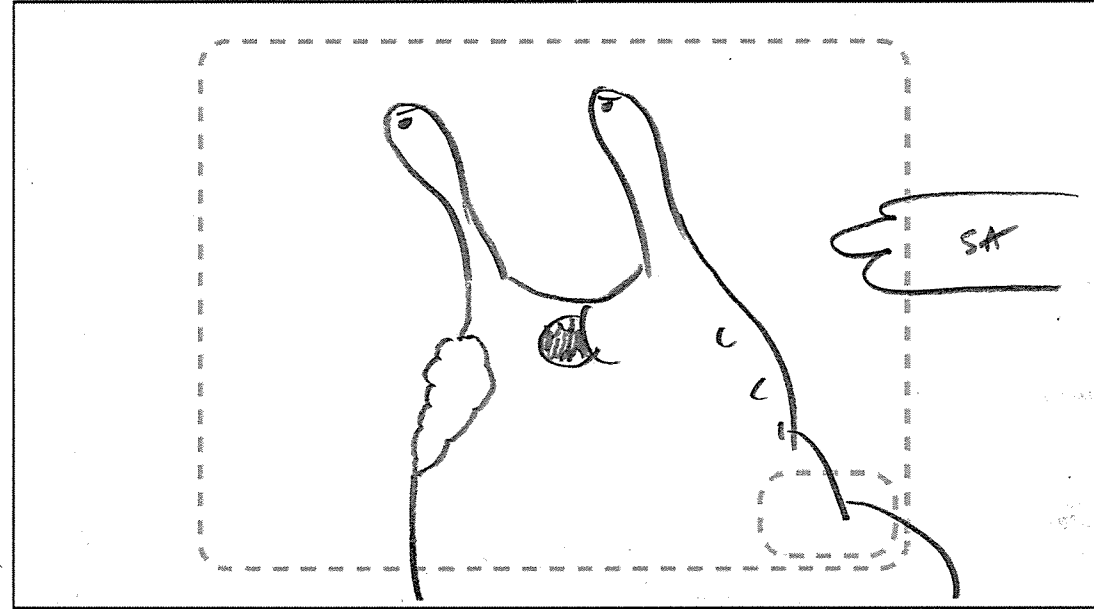
Sc. 209

Pnl.

B

Bg.

day night



Dialog:

S - WHAT? I'M NAKED?

BUT I NEVER HAD A SHELL.

Action:

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME

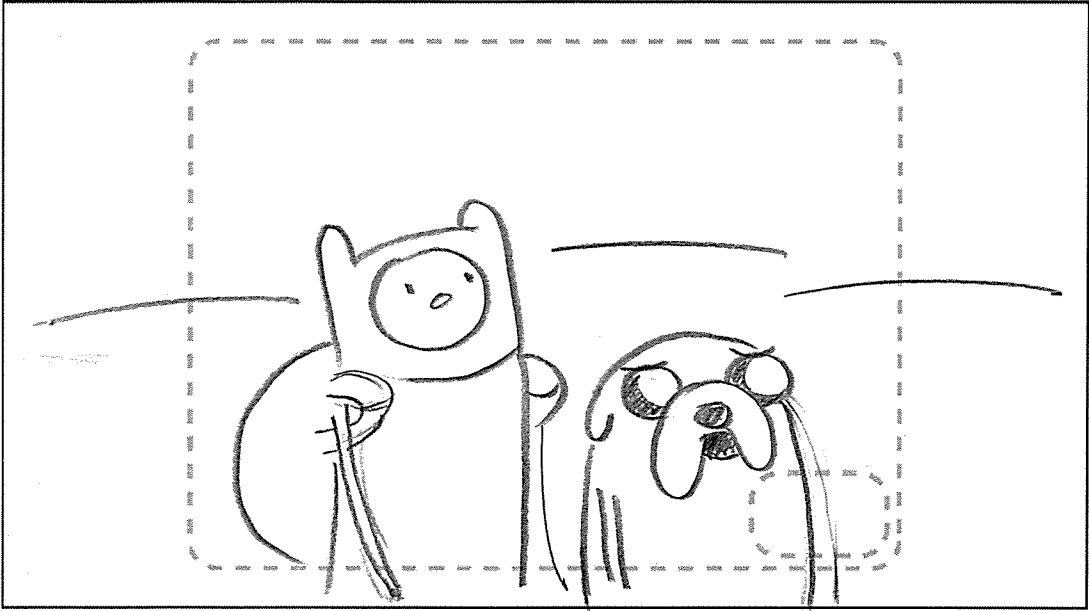


Sc. 210

Pnl. A

Bg.

day night

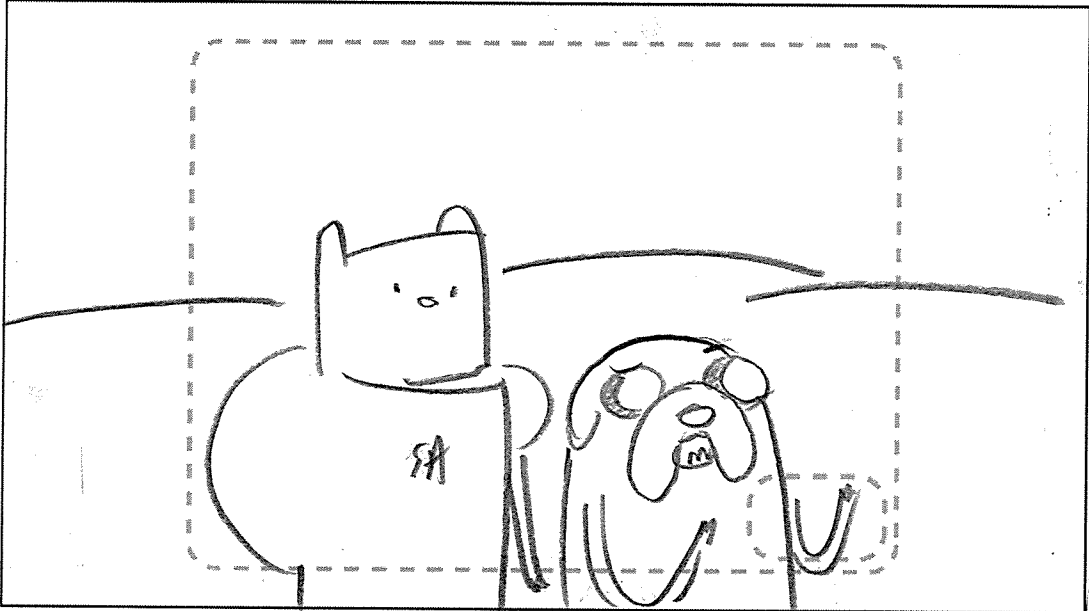


Sc. 210

Pnl. B

Bg.

day night



Dialog:

J- SNORLOCK,
YOU NEVER HAD A SHELL?

THAT MEANS YOU'RE
NOT NAKED

Action:

Timing:

EPISODE # 100232
Production :

ADVENTURE TIME



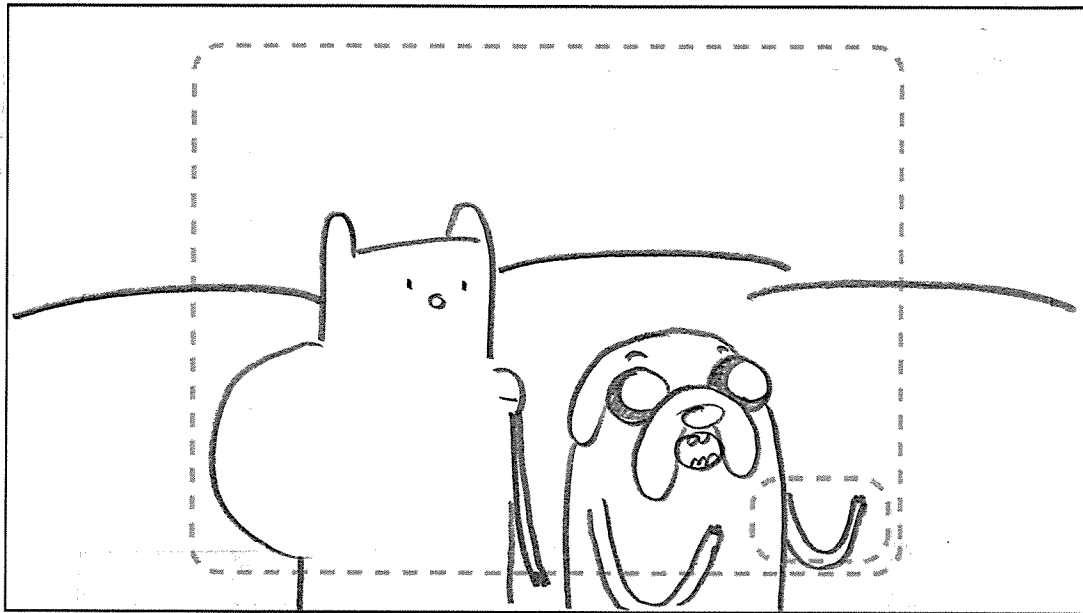
Page 229A

Sc.

Pnl.

Bg.

day night

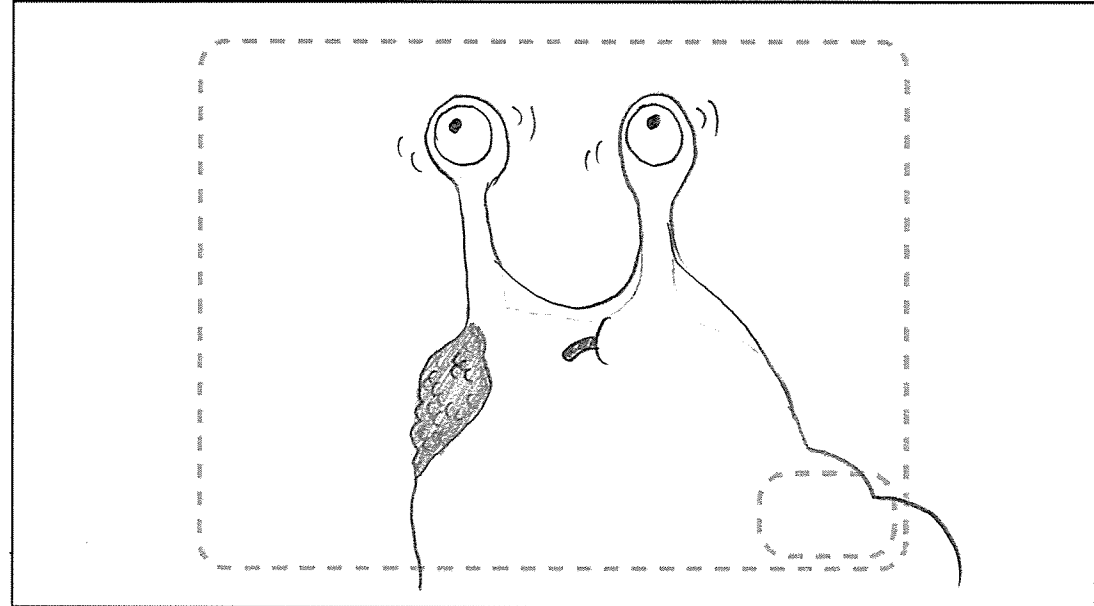


Sc.

Pnl.

Bg.

day night



Dialog:

J: YOU'RE A SLUG!

(beat)

Action:

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

S: ME A SLUG?

Action:

Timing:

EPISODE # 100232 Production :

ADVENTURE TIME

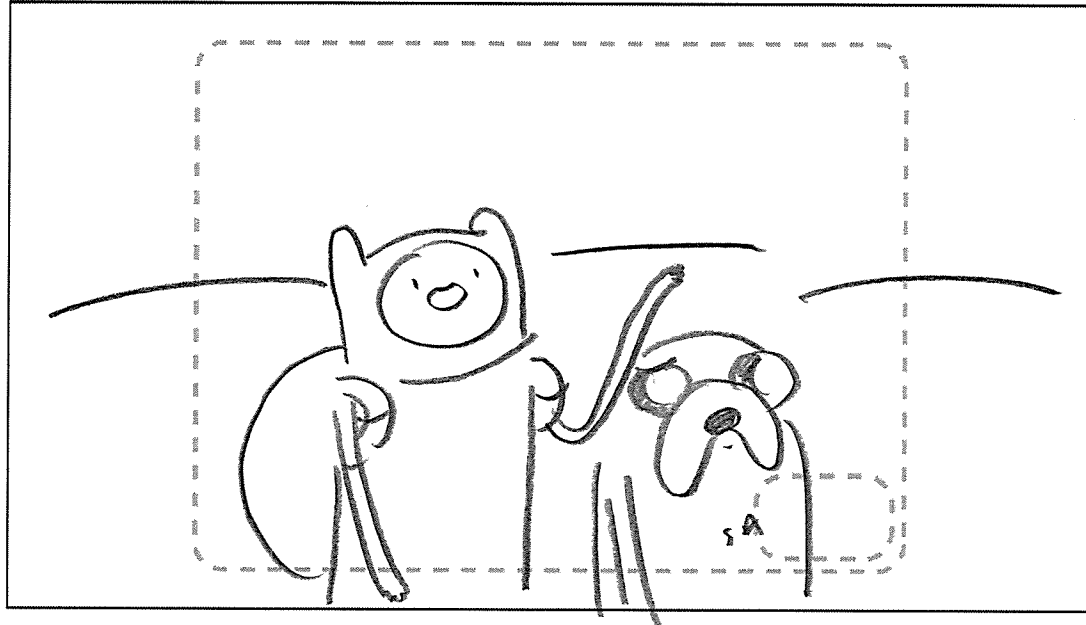


Sc. 212

Pnl. A

Bg.

day night

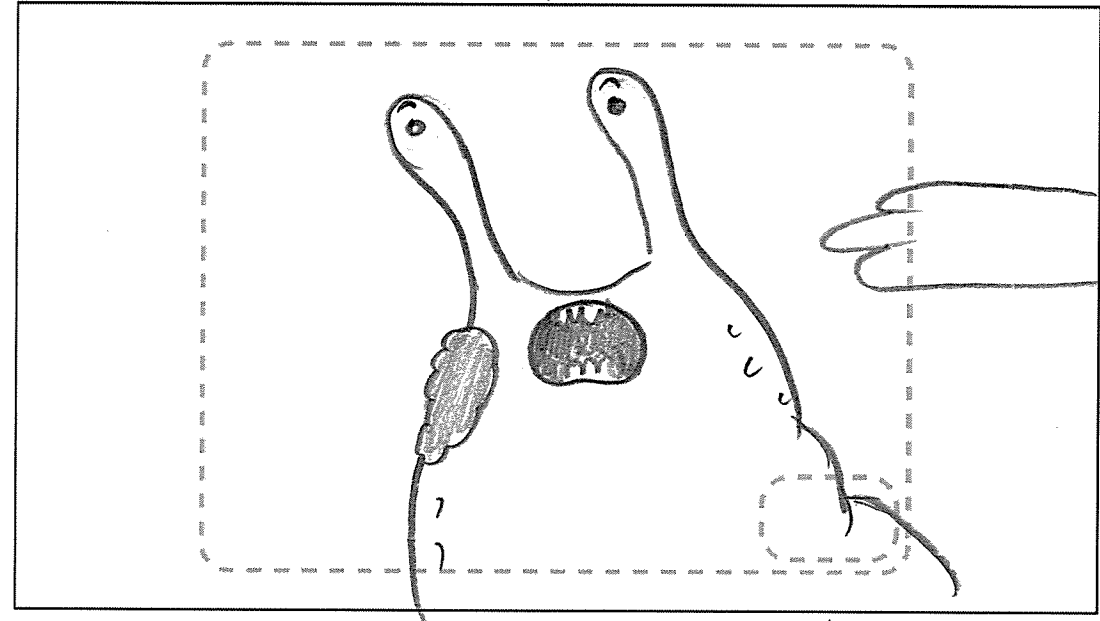


Sc. 213

Pnl. A

Bg.

day night



Dialog:

F - YEAH MAN,
THAT'S WHY YOU HAVE TROUBLE WITH
SNAIL CHICKS
YOU NEED SLUG CHICKS!

Action:

Timing:

I KNOW SOME SLUG
CHICKS!

Page 231 (NEXT is 233)

100232

EPISODE #

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



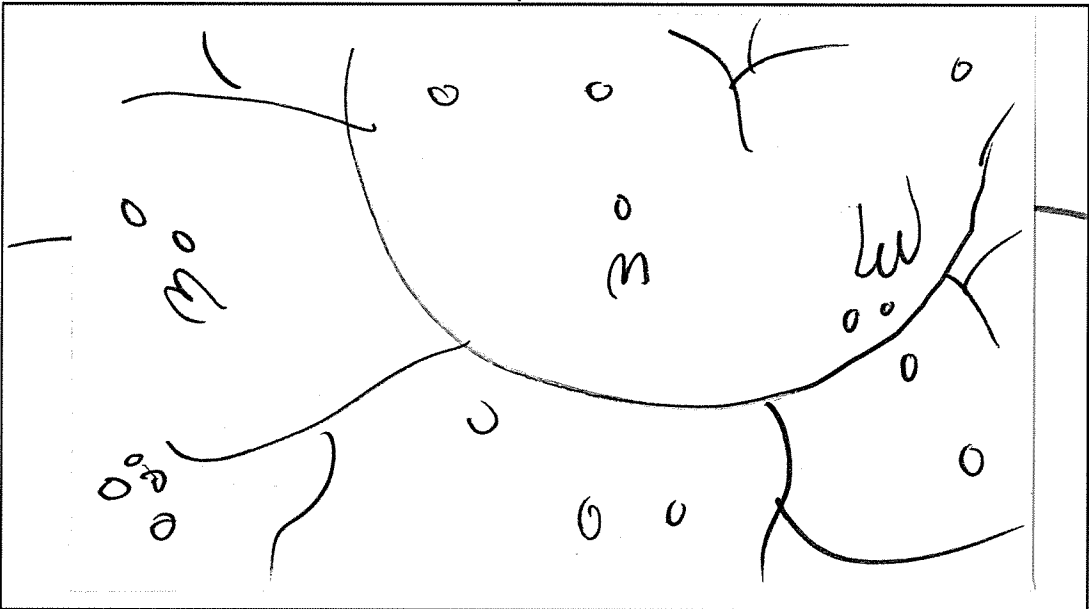
Sc. 215

Pnl.

A

Bg.

day night



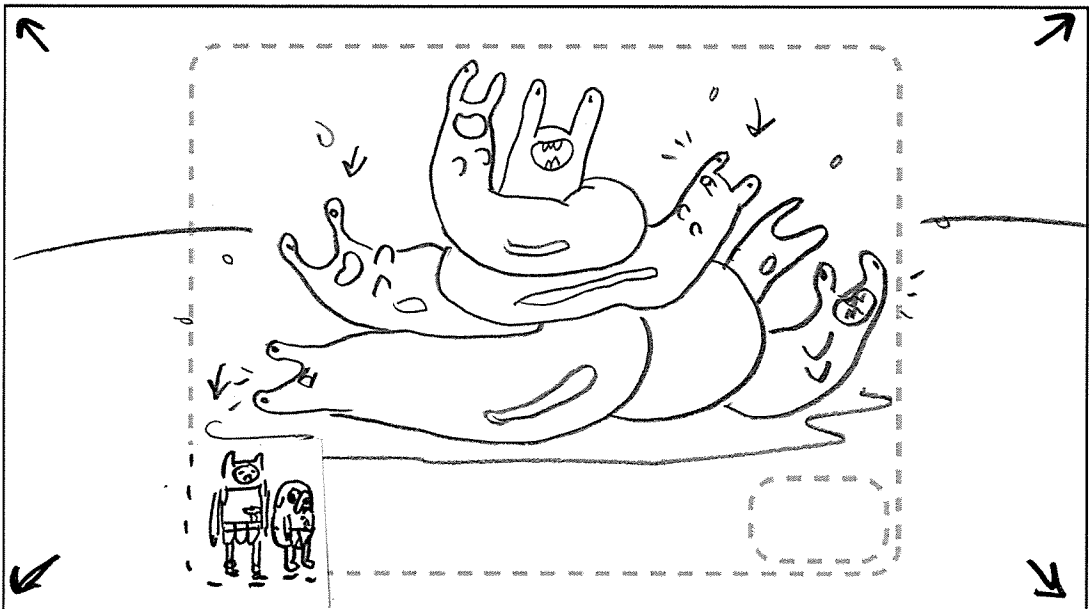
Sc. 215

Pnl.

B

Bg.

day night



Dialog:

S- YEAAAAA+!!

(LADY SNAIL GIBGLIN+ HAVIN A
GOOD TIME WALLA)

Action:

LADIES WRITHE ON ~~~
SNORLOCK.

Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



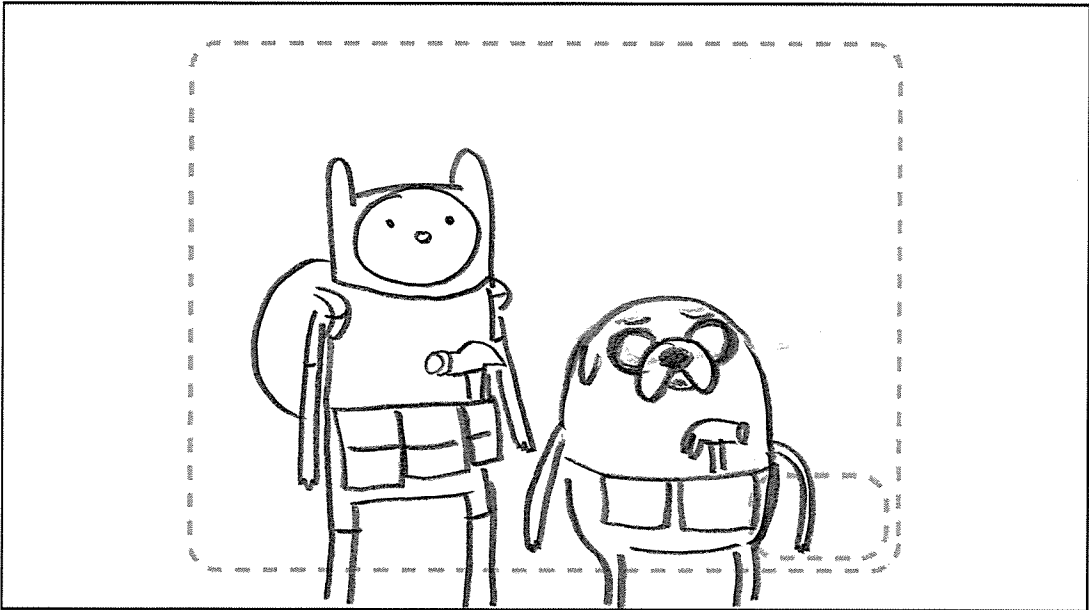
Sc. 216

Pnl.

A

Bg.

day night

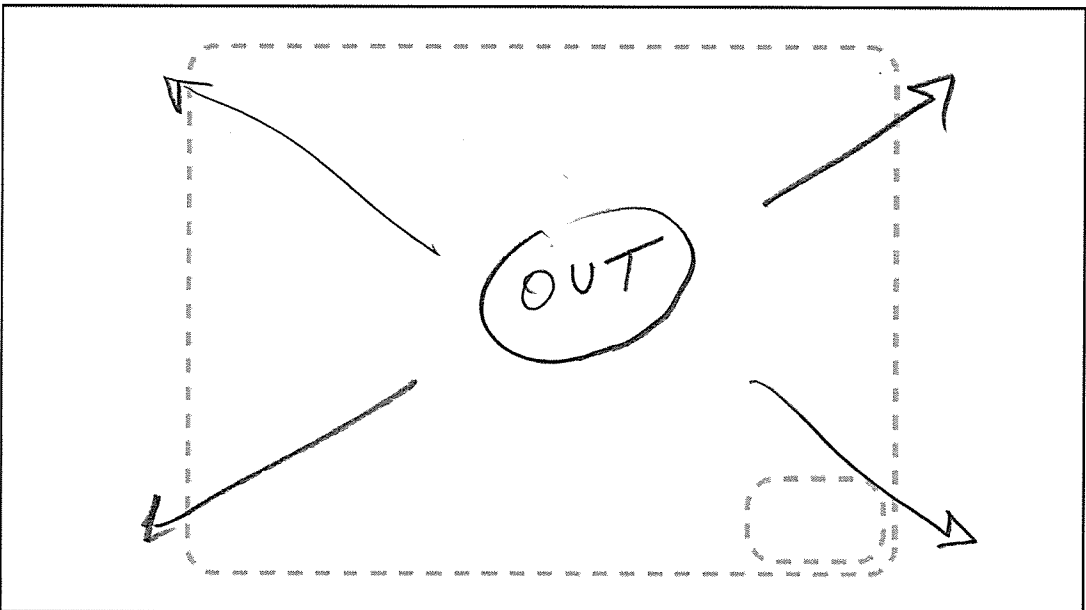


Sc.

Pnl.

Bg.

day night



Dialog:

F- THAT'S GROSS.

Action:

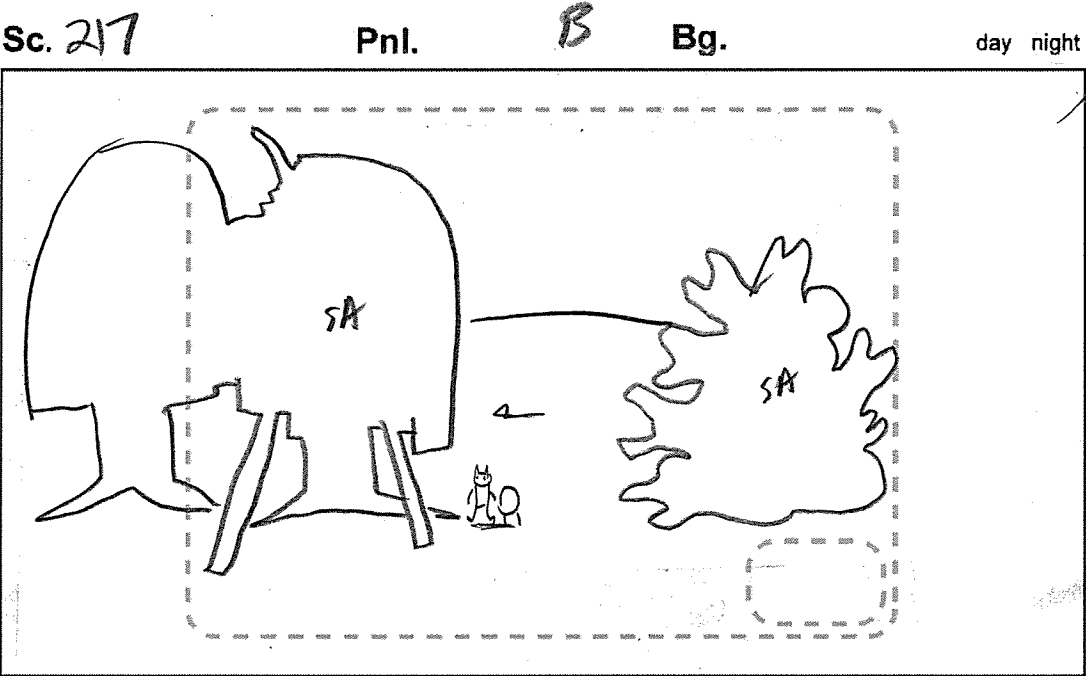
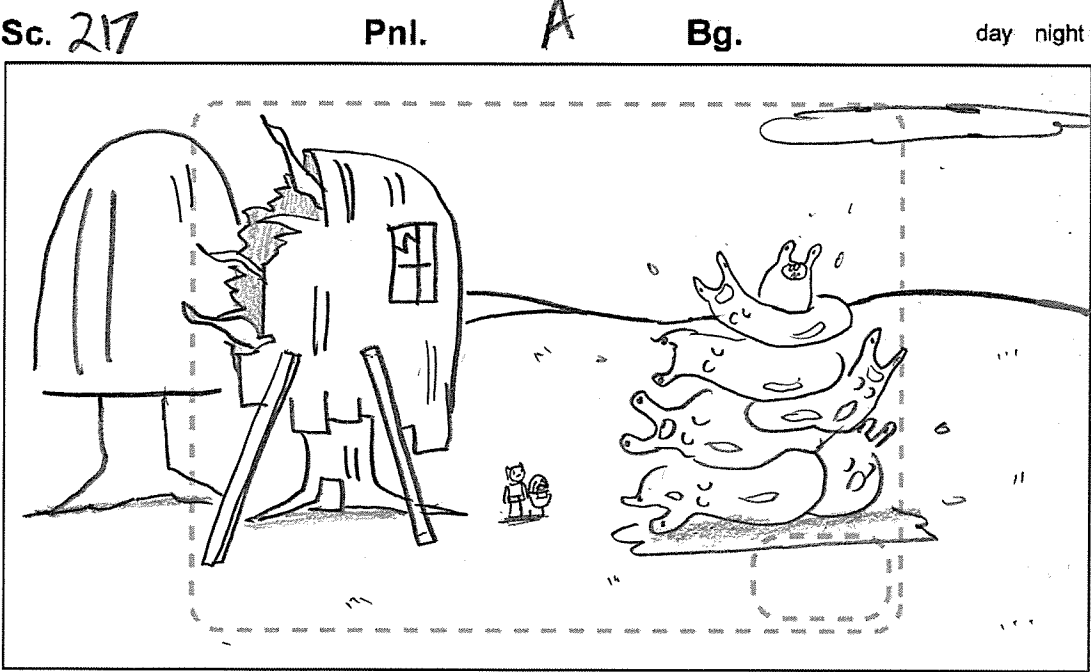
Timing:

100232

EPISODE #

Production :

ADVENTURE TIME



Dialog:	J- I DON'T KNO W WHY THEY HAVE TO MAKE OUT SO CLOSE TO OUR HOUSE.	F- I DON'T KNOW. C'MON LET'S FINISH REBUIDING IT.
Action:	THEY WALK BACK TO HOUSE	
Timing:		

100292

EPISODE #

Production :

ADVENTURE TIME



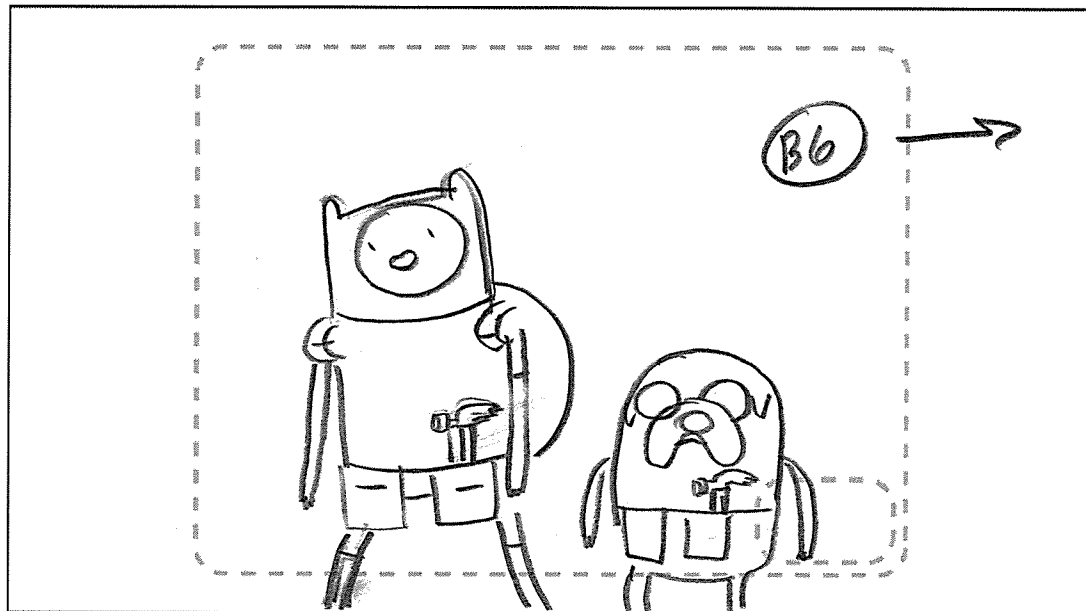
Page 236

Sc. 218

Pnl. A

Bg.

day night

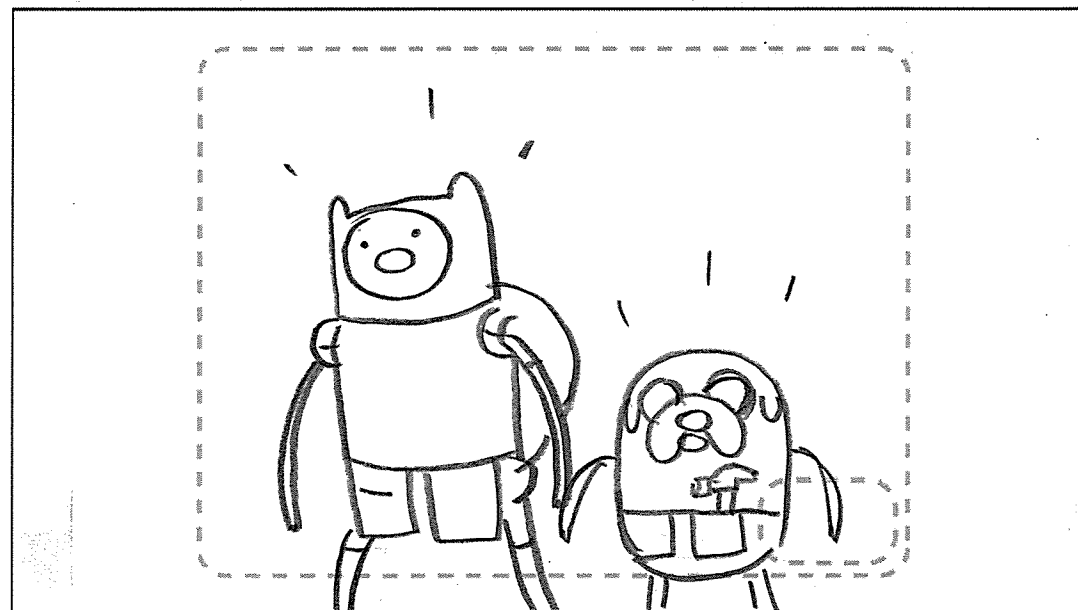


Sc. 218

Pnl. B

Bg.

day night



Dialog:

F- I GOT SOME EAR PLUGS
YOU CAN BORROW.

(O.S.) SEXY MUSIC
PLAYS.

Action:

Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



Page 237

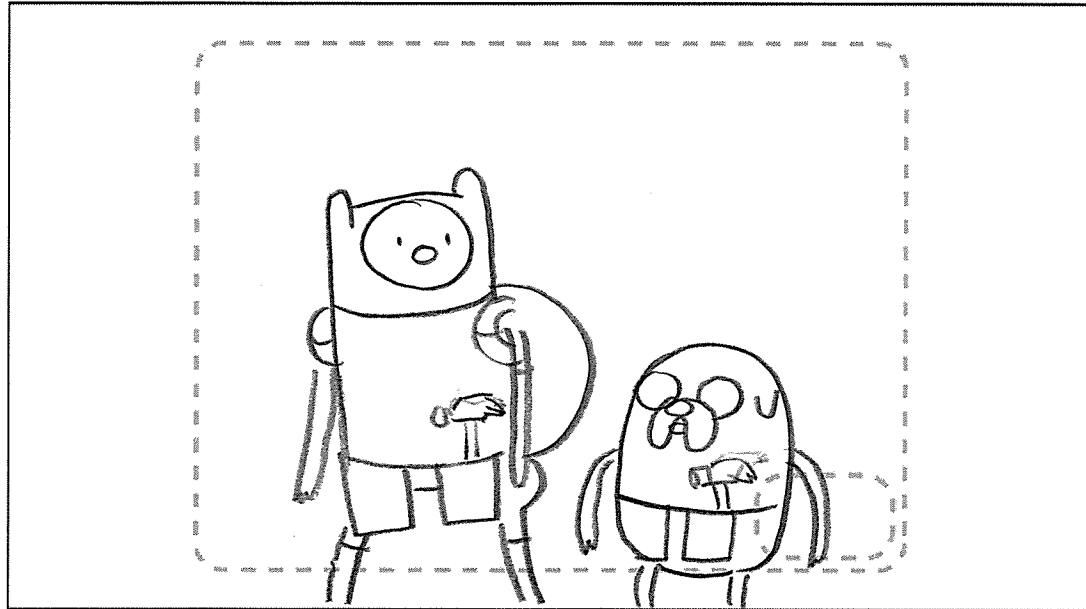
Sc. 218

Pnl.

C

Bg.

day night



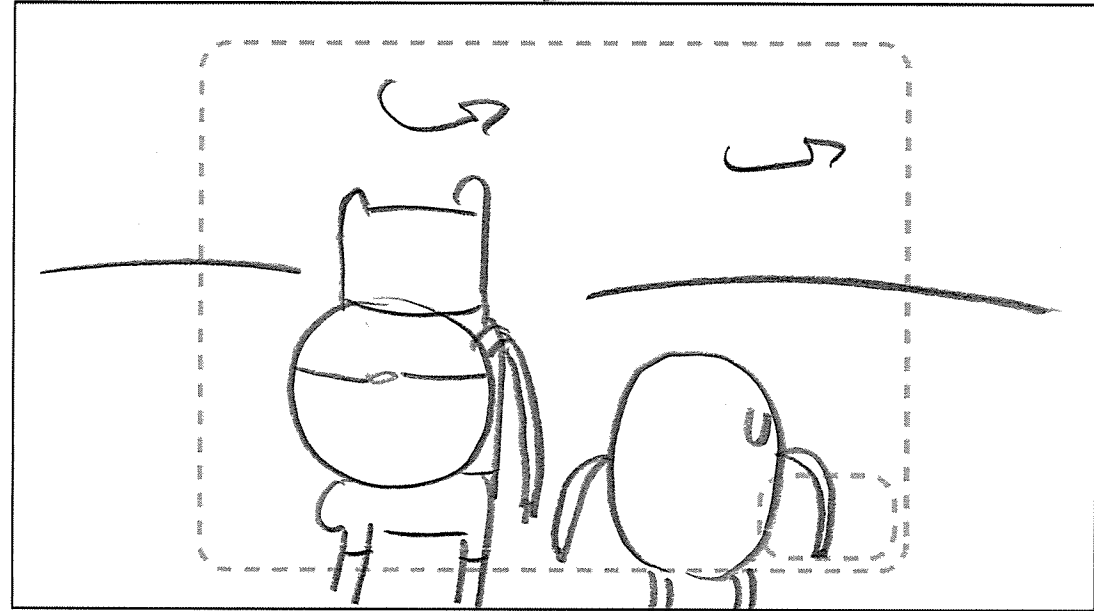
Sc. 218

Pnl.

D

Bg.

day night



Dialog:

F- WHERE'S THAT MUSIC
COMIN FROM?

Action:

THEY TURN AROUND.

Timing:

100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

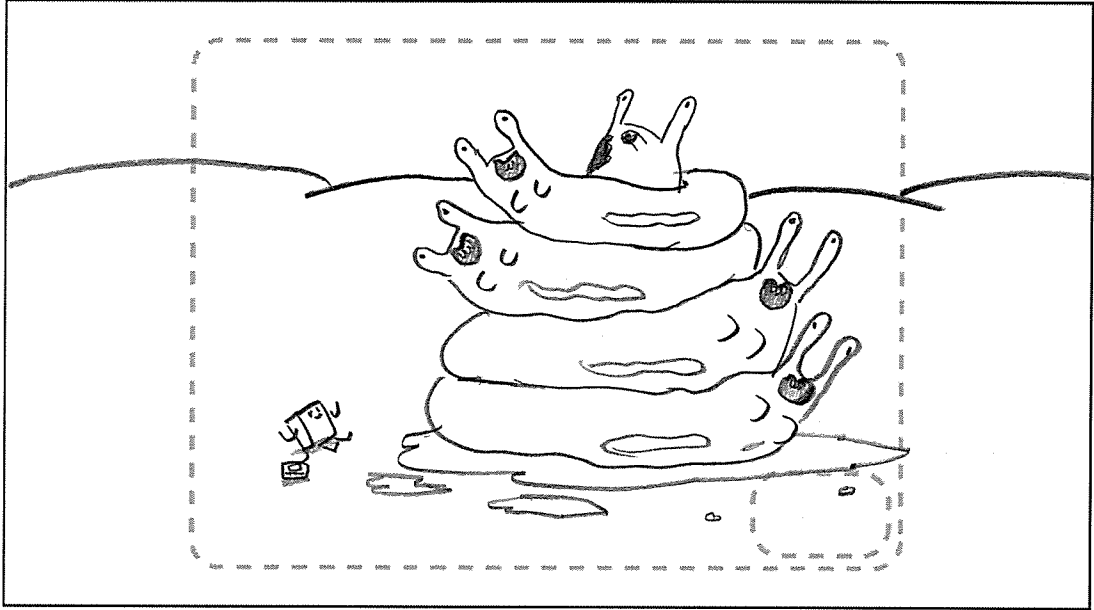


Sc. 219

Pnl. A

Bg.

day night

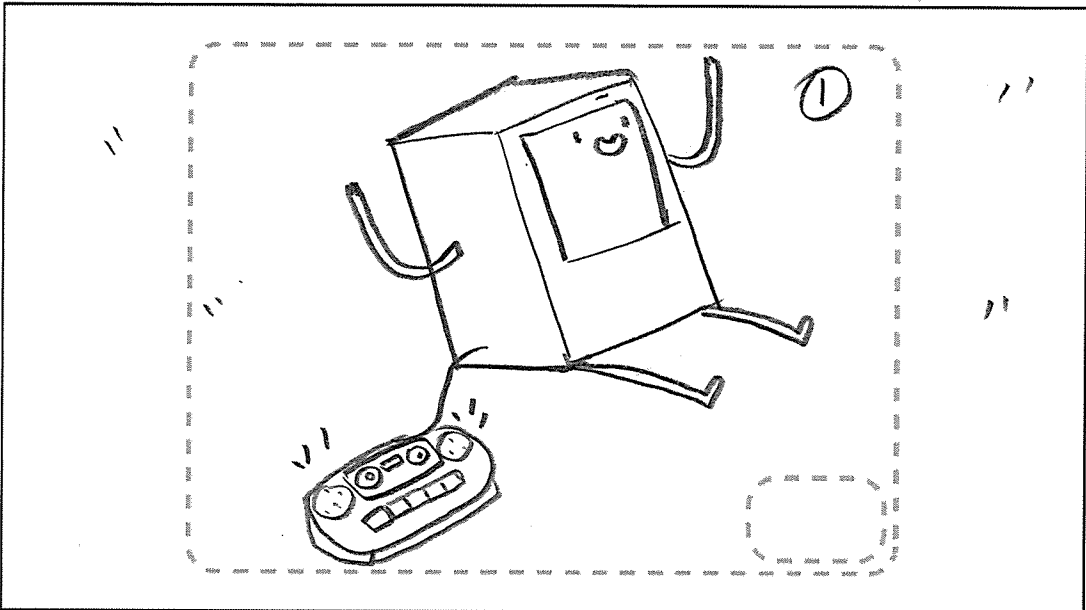


Sc. 220

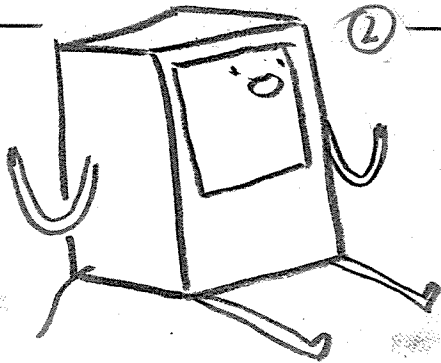
Pnl. A

Bg.

day night



Dialog:	JFX: SCHLICKING (SEXY MUSIC)	BMO: GO! GO! GO!
Action:	BMO IS WATCHING THE SLUGS.	BMO CHEERS THEM ON.
Timing:		



100232

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



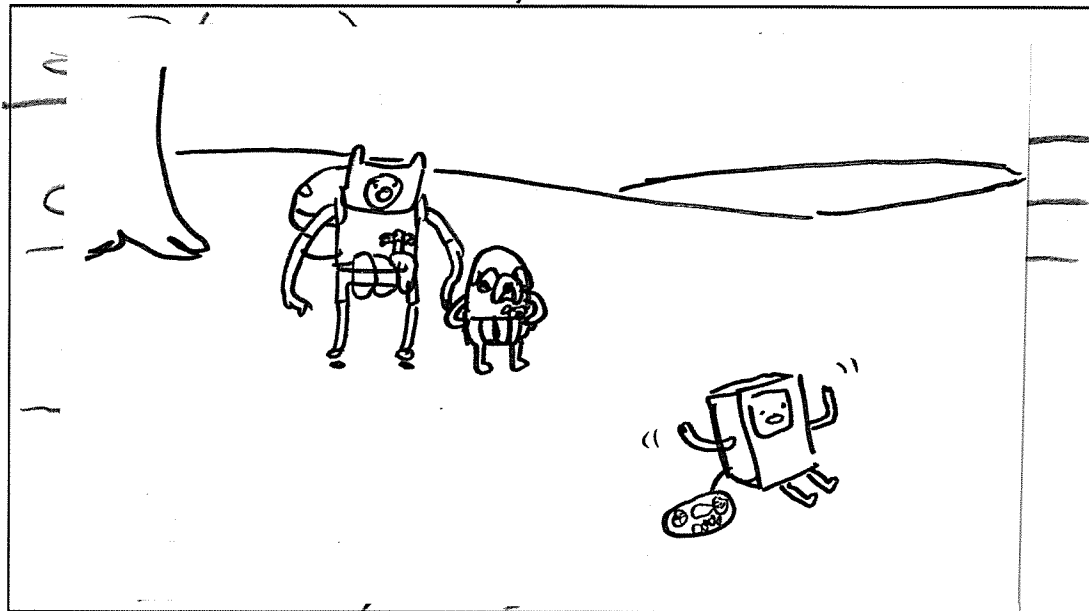
Page 239

Sc. 221

Pnl. A

Bg.

day night

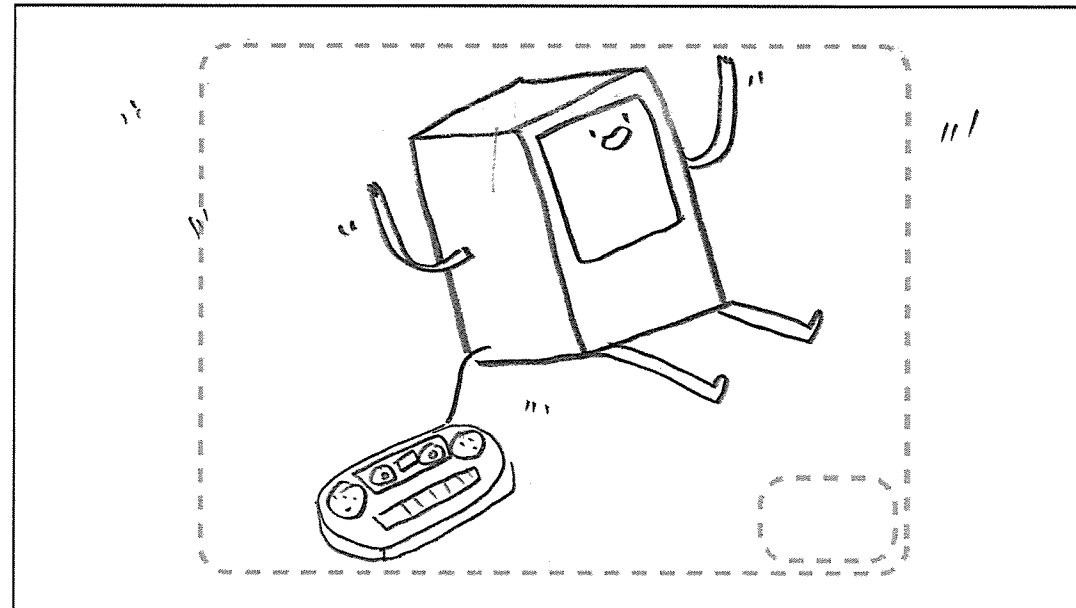


Sc. 222

Pnl. A

Bg.

day night



Dialog:

F- BMO, GET OVER HERE
AND HELP US REBUILD
THE TREEHOUSE.

Action:

J- YA! YOU LIVE HERE
TOO!

Timing:

Production :

EPISODE #

100232

ADVENTURE TIME



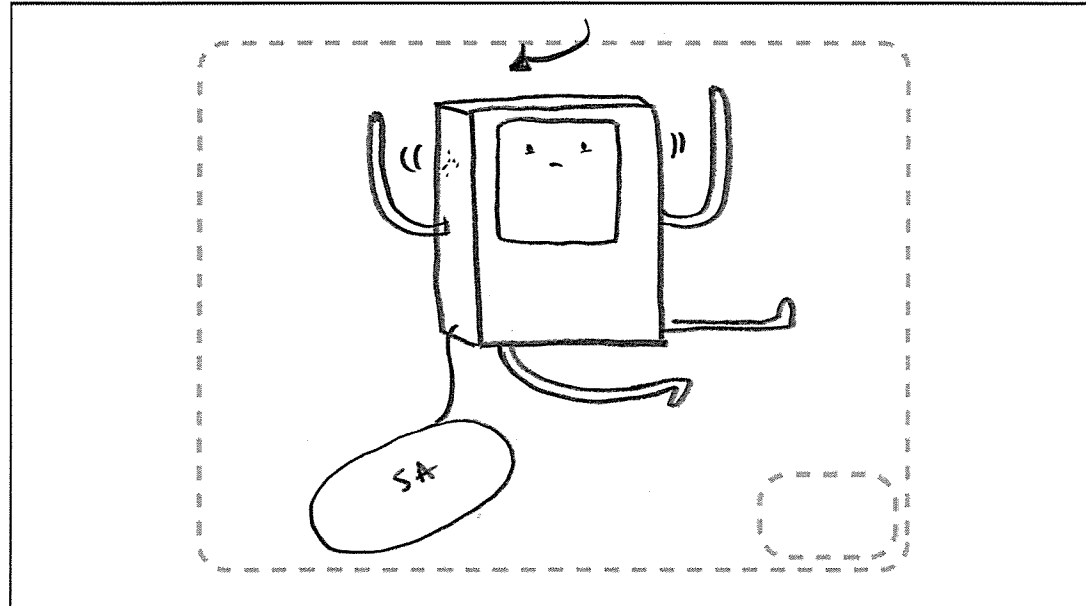
Page 240

Sc. 222

Pnl. B

Bg.

day night

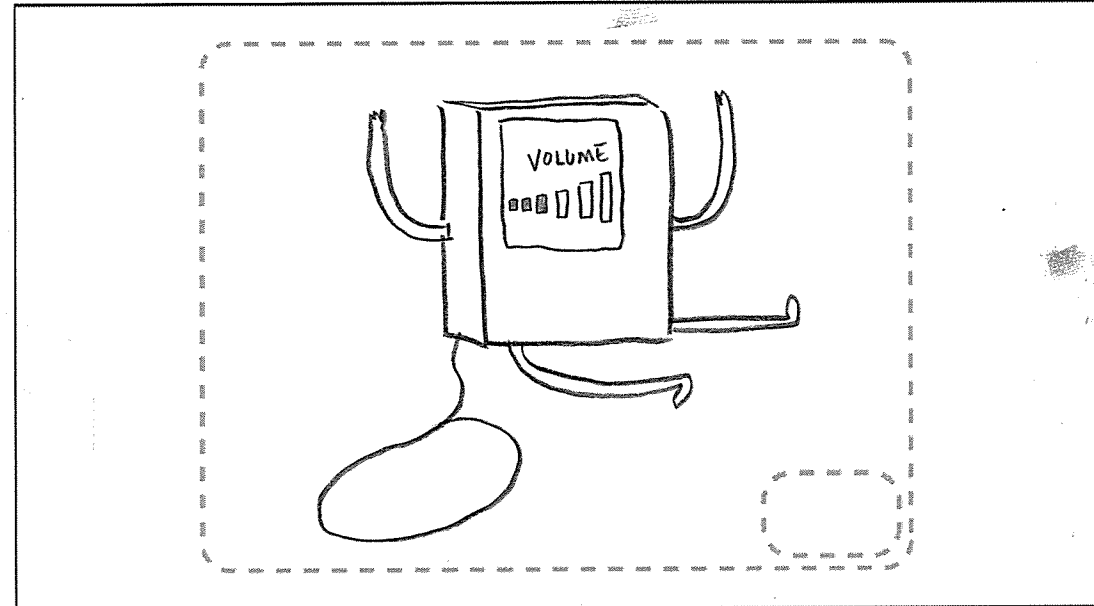


Sc. 222

Pnl. C

Bg.

day night



Dialog:

Action:

BMO FACES THEM / SHAKES
HEAD "NO"

VOLUME'S
SCREEN SHOWS

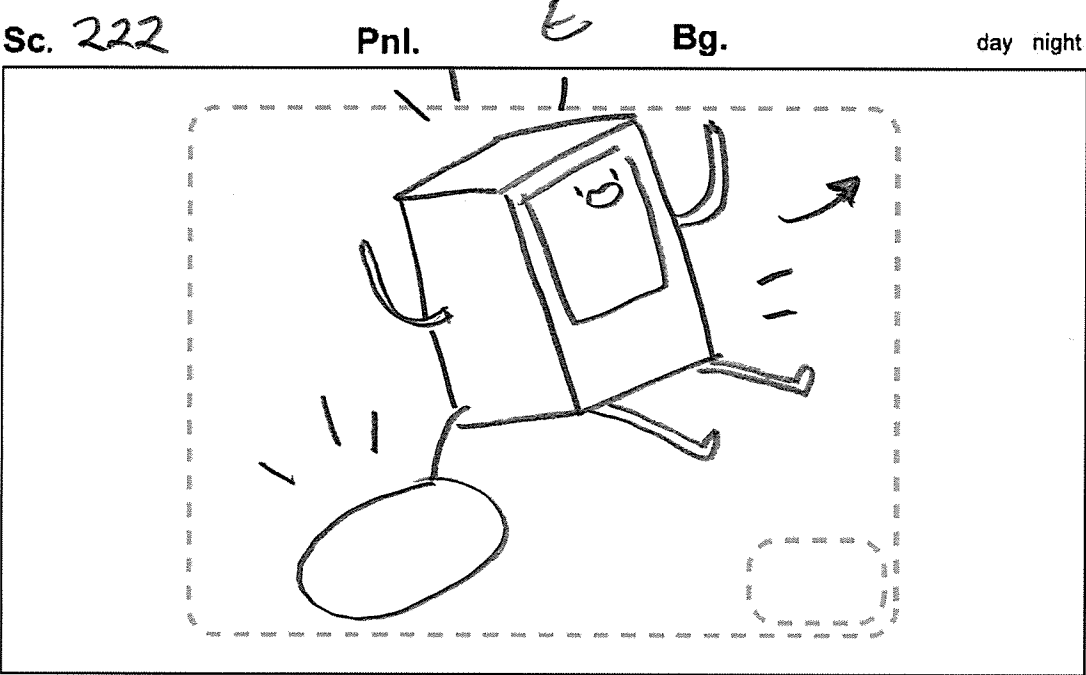
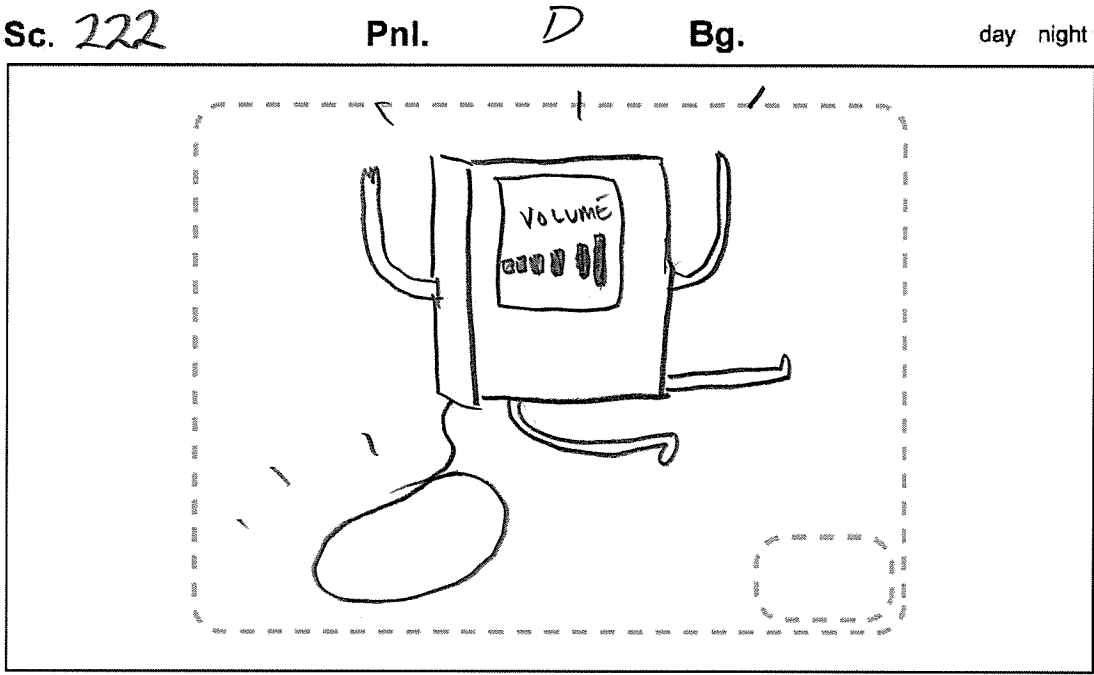
Timing:

EPISODE #

100232

Production :

ADVENTURE TIME



Dialog:	
Action: HE CRANKS THE VOLUME	Turns back, watches slugs.
Timing:	

100232
EPISODE #

Production :

ADVENTURE TIME



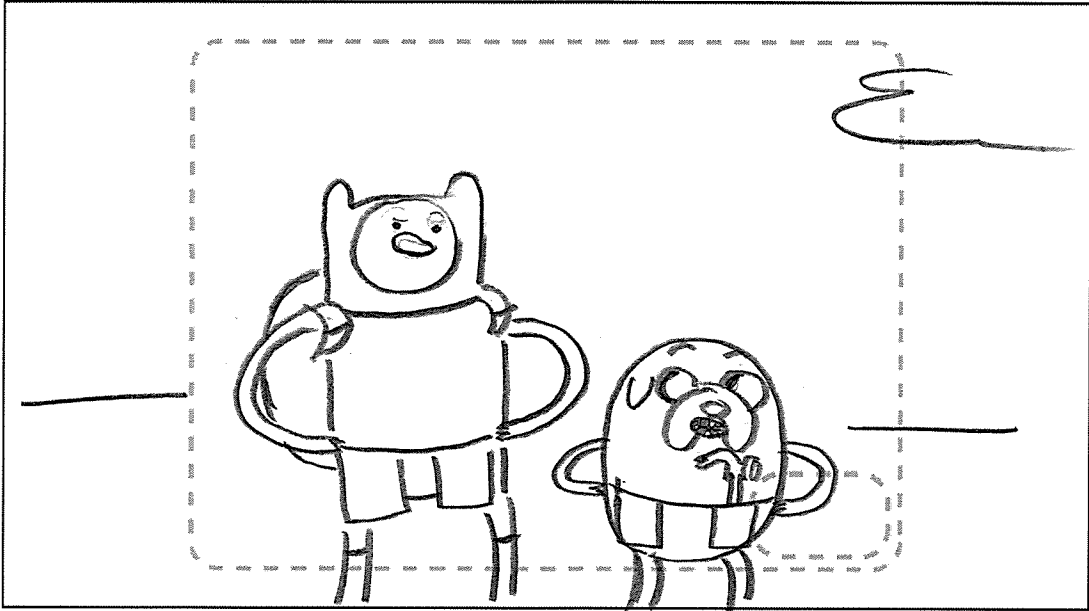
Sc. 223

Pnl.

A

Bg.

day night



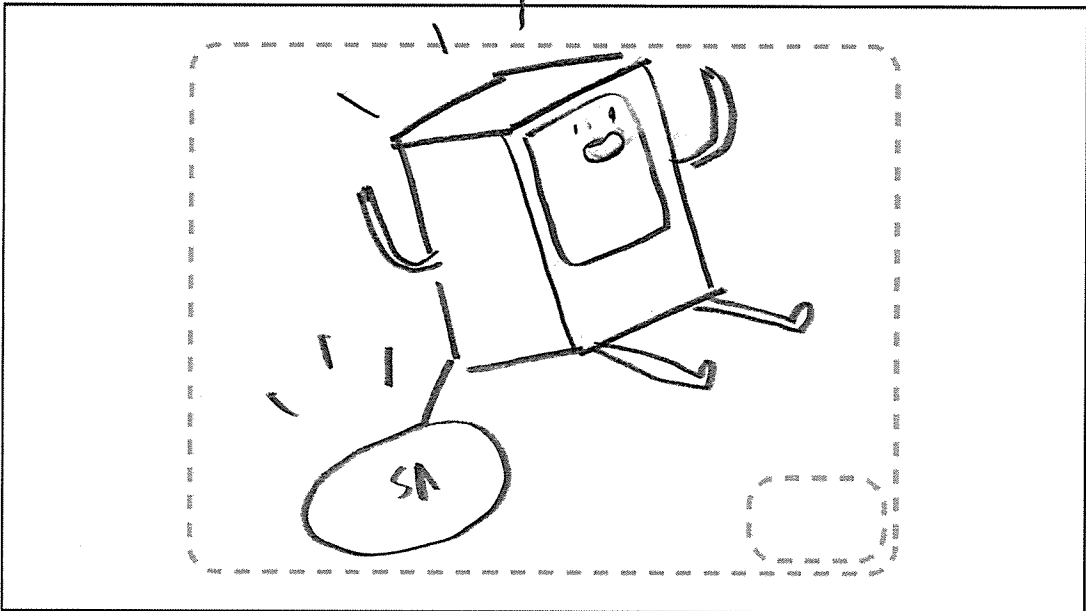
Sc. 224

Pnl.

A

Bg.

day night



Dialog:	BOTH : <u>BMO</u> !!
Action:	
Timing:	

EPISODE #

100232

Production :

ADVENTURE TIME



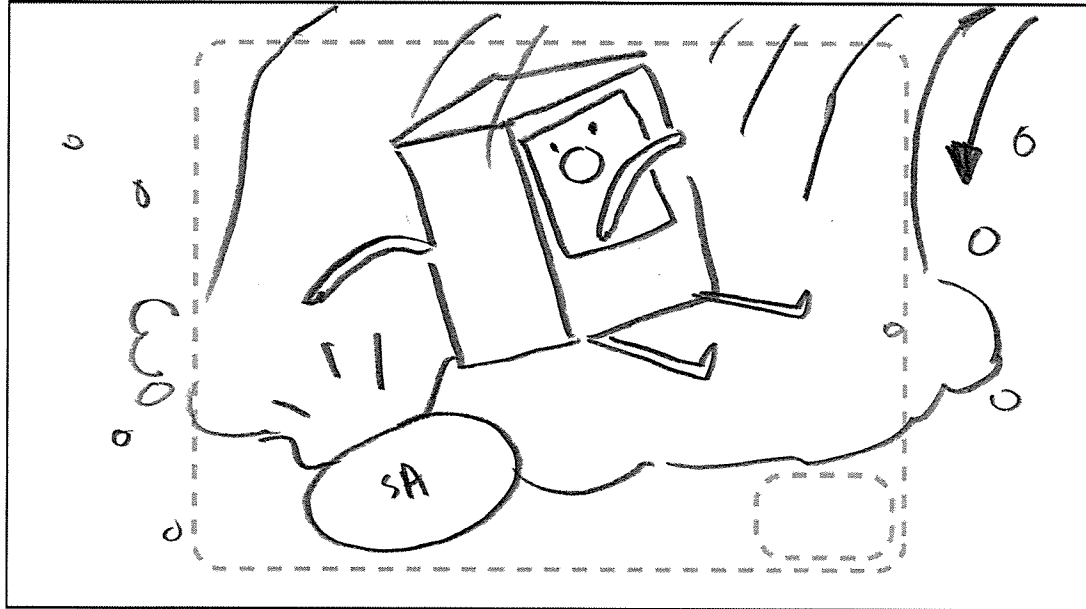
Page 243

Sc. 224

Pnl. B

Bg.

day night

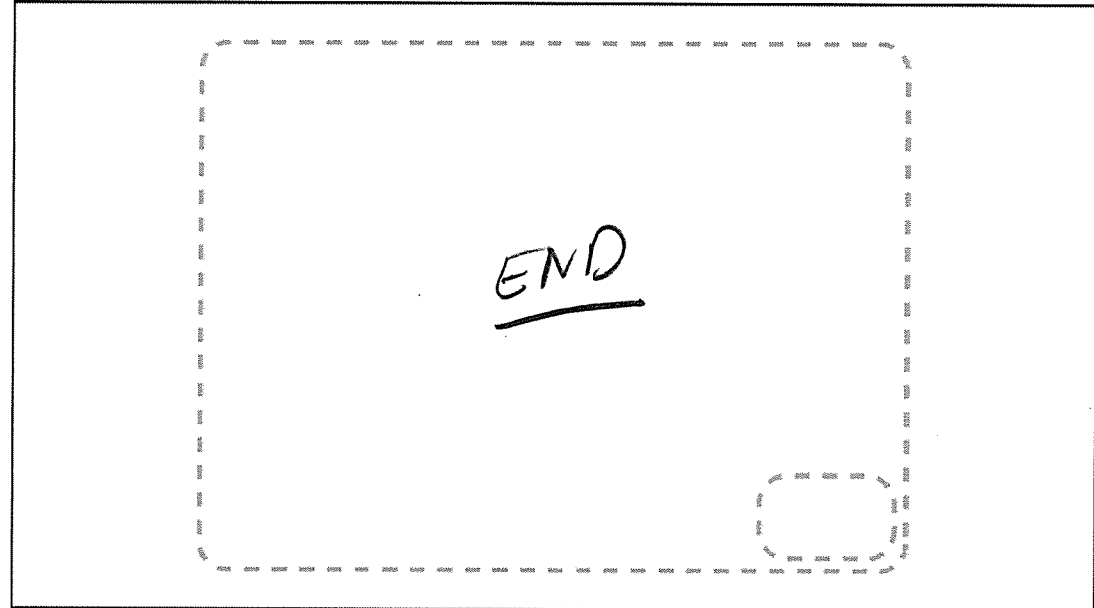


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

BMO GETS SPLASHED
WITH SLIME

Timing:

EPISODE #

100232

Production :